Your first task is to complete the Pixel class. You need to complete the method mostlyRed() as specified in the comments below

/\*\*

\* Write the method mostlyRed

\*

\* returns true if at least three of the following are true

\* 1) red is (Strictly) greater than green

\* 2) red is (Strictly) greater than blue

\* 3) red is greater than or equal to 150

\* 4) red is greater than the sum of green and blue

\*/

public boolean mostlyRed()

{

return ???;

}

}

Your second task is to complete four methods in the ColorMonitor class. You need to complete the methods setPixel , getPixel, numMostlyRed and the darken as specified in the comments below.

/\*\*

\* sets the pixel at row = r, column = c to pixel p

\*/

public void setPixel(int r, int c, Pixel p)

{

/\* implementation missing \*/;

}

/\*\*

\* returns the Pixel at row = r, column = c

\*/

public Pixel getPixel(int r, int c)

{

/\* implementation missing \*/;

}

/\*\*

\* returns the number of Pixels that are mostly red

\*/

public int numMostlyRed()

{

return ????;

}

/\*\*

\* darkens the monitor according to the following algorithm

\* Increase blue by someValue.

\* Increase green by half somevalue (Use integer division).

\* Both blue and green should not be greater than 255.

\* If either value is greater than 255, reset the value to 255.

\*/

public void darken(int someValue)

{

/\* implementation missing \*/;

}

*/\*\**

*\* determines if the specified location is a Bright spot. A spot is*

*\* considered bright if the following three conditions are true:*

*\* 1) The red value of the pixel at the specified location is*

*\* greater than (!=) all (8) surrounding pixels.*

*\* 2) The blue value of the pixel at the specified location is*

*\* less than (!=) all (8) surrounding pixels.*

*\* 3) The green value of the pixel at the specified location is*

*\* greater than (!=) the average of all surrounding pixels.*

*\*/*

*public boolean isBrightSpot(int r, int c)*

*{*

*/\* implementation missing \*/;*

}

}