

```

1  package Assign_4_B;
2
3
4  import Media.*;           // for Picture and PictureDisplayer
5  import java.awt.*;        // for Color objects and methods
6  import static java.lang.Math.*; // for math constants and functions
7  import static java.awt.Color.*; // for Color constants
8
9
10 /** This class ...
11  *
12  * @author Micah Rose-Mighty
13  * @version 1.0 (2018/11/02)
14  */
15 public class Brighten1
16 {
17     PictureDisplayer display;
18     Picture pic;
19
20
21
22
23
24     // instance variables
25
26
27     /** This constructor ...
28
29     public Brighten1( ) {
30         display = new PictureDisplayer();
31         pic = new Picture();
32         display.placePicture(pic);
33
34         display.waitForUser();
35         normIntensity(pic);
36         display.close();
37
38         // local variables
39
40         // statements including call to method
41
42     }; // constructor
43
44
45     // methods
46
47     private void normIntensity(Picture aPic){
48         Pixel pixel;
49         int g;
50         int b;
51         int r;
52         while(aPic.hasNext()){
53             pixel = aPic.next();
54             g = pixel.getGreen()*2;
55             pixel.setGreen(maxChannel(g));
56             b = pixel.getBlue()*2;
57             pixel.setBlue(maxChannel(b));
58             r = pixel.getRed()*2;
59             pixel.setRed(maxChannel(r));
60         }
61     }
62
63     private int maxChannel (int val){
64         if(val>255){
65             return 255;
66         }
67         else{
68             return val;
69         }

```

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```
70     }
71
72
73
74
75
76
77     public static void main ( String[] args ) { Brightenl s = new Brightenl
78 (); };
79
80
81 } // <Sunrise
```