

```

1  package Assign_4_A;
2
3
4  import Media.*;                // for Picture and PictureDisplay
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
13  * @version 1.0 (2018/11/02)
14  */
15 public class Negative
16 {
17     PictureDisplay display;
18     Picture pic;
19
20
21
22
23
24     // instance variables
25
26
27     /** This constructor causes the r,g and b values of each pixel to change into
28     its negative equivalent value */
29     public Negative( ) {
30         display = new PictureDisplay();
31         pic = new Picture();
32         display.placePicture(pic);
33
34         display.waitForUser();
35         makeNegative(pic);
36         display.close();
37
38         // local variables
39
40         // statements including call to method
41
42     }; // constructor
43
44
45     // method that makes the r,g and b value of each pixel into its negative
46     equivalent
47     private void makeNegative(Picture aPic){
48         Pixel pixel;
49         int r;
50         int g;
51         int b;
52
53         while(aPic.hasNext()){
54             pixel = aPic.next();
55             g = (int)(pixel.getGreen()*-1);
56             pixel.setGreen(g);
57             b = (int)(pixel.getBlue()*-1);
58             pixel.setBlue(b);
59             r = (int)(pixel.getRed()*-1);
60             pixel.setRed(r);
61
62         }
63     }
64
65
66
67

```

```
68
69
70
71
72     public static void main ( String[] args ) { Negative s = new Negative(); };
73
74
75 } // Negative
```