public BufferedImage horizontalflip(BufferedImage img)

{

int w = img.getWidth();

int h = img.getHeight();

BufferedImage car = new BufferedImage(w, h, img.getType());

Graphics2D g = car.createGraphics();

g.drawImage(img, 0, 0, w, h, w, 0, 0, h, null);

g.dispose();

return car;

}