

## Load Image App

+ img; Buffered Image  
+ img2; Buffered Image  
+ resize; Buffered Image  
+ \_size; int  
+ image; String  
+ e Rows; int

+ ~~get~~ PreferredSize; Dimension  
+ reSize; void  
+ set Blank; void  
+ add Pixels fuzz; void  
+ add Pixels Sog; void  
+ debug; Array Deque <Integer>

## Woo

+ count; int  
+ counter; String[]  
- delay; void

