

LoadImageApp	Woo
+ Img; BufferedImage + Img2; BufferedImage + reSize; BufferedImage + _size; int + image; String + eRows; int	+ count; int + countries; String[] - delay; void
+ getPreferredSize; Dimension + reSize; void + setBlank; void + addPixelsFuzz; void + addPixelsSeg; void + dubq; ArrayDeque<Integer>	