

PictureDisplayer Methods

method	meaning
<code>d = new PictureDisplayer()</code>	<i>constructor</i> : creates a picture displayer object on which a picture can be placed
<code>d.placePicture (picture)</code>	place <i>picture</i> on the displayer
<code>d.waitForUser()</code>	wait until user presses OK before continuing
<code>d.close()</code>	wait until user presses Close button and close displayer

Picture Methods

method	meaning
<code>p = new Picture()</code>	<i>constructor</i> : creates a picture object loading pixels from a file selected via a file open dialog
<code>p = new Picture (width,height)</code>	<i>constructor</i> : creates a picture object with specified <i>height</i> and <i>width</i> with all pixels white
<code>b = p.hasNext()</code>	returns true if there is another pixel in the picture
<code>x = p.next()</code>	returns the next <code>Pixel</code> in the picture
<code>p.save()</code>	presents a file save dialog to allows user to save picture as modified

Pixel Methods

method	meaning
<code>r = x.getRed()</code>	obtain red channel of pixel
<code>g = x.getGreen()</code>	obtain green channel of pixel
<code>b = x.getBlue()</code>	obtain blue channel of pixel
<code>c = x.getColor()</code>	obtain color of pixel
<code>x.setRed(r)</code>	set red channel of pixel
<code>x.setGreen(g)</code>	set green channel of pixel
<code>x.setBlue(b)</code>	set blue channel of pixel
<code>x.setColor(c)</code>	set color of pixel
<code>d = x.getColorDistance(c)</code>	the color distance between the pixel and c