

```
1 //Simon Girndt
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3 public class Color {
4
5     //Festlegen der häufig verwendeten Farben als nicht veränderliche Variablen
6     static final Color BLACK = new Color (0, 0, 0);
7     static final Color WHITE = new Color (255 ,255, 255);
8     static final Color GRAY = new Color (128 ,128, 128);
9     static final Color RED = new Color (255, 0, 0);
10    static final Color GREEN = new Color(0, 255, 0);
11    static final Color BLUE = new Color(0, 0, 255);
12
13    private int rgb;
14    //Konstruktor speichert int-Darstellung der Farbe in rgb
15    public Color(int rgb) {
16        this.rgb = rgb;
17    }
18    //Konstruktor prüft ob Werte für red green und blue zwischen 0 und 255 liegen
19    public Color(int red, int green, int blue) {
20        if (red > 255) {
21            System.err.println("the value has to be in range 0, 255!");
22            red = 255;
23        }
24        if (red < 0) {
25            System.err.println("the value has to be in range 0, 255!");
26            red = 0;
27        }
28        if (green > 255) {
29            System.err.println("the value has to be in range 0, 255!");
30            green = 255;
31        }
32        if (green < 0) {
33            System.err.println("the value has to be in range 0, 255!");
34            green = 0;
35        }
36        if (blue > 255) {
37            System.err.println("the value has to be in range 0, 255!");
38            blue = 255;
39        }
40        if (blue < 0) {
41            System.err.println("the value has to be in range 0, 255!");
42            blue = 0;
43        }
44    }
45 }
```

```
44     this.rgb = (red << 16) | (green << 8) | blue;
45
46 }
47 //Konstruktor f?r Farbe Schwarz
48 public Color() {
49
50     this.rgb = 0;
51 }
52
53 public int getRgb() {
54     //?ffentliche getter Methoden um Werte f?r red green und blue einzeln auszulesen
55     return rgb;
56 }
57
58 public int getRed(){
59     int red = rgb >> 16 & 0xFF;    //setzt die unteren 8 bits auf 0
60     return red;
61 }
62 public int getGreen(){
63     int green = rgb >> 8 & 0b11111111;
64     return green;
65 }
66 public int getBlue(){
67     int blue = rgb & 0xFF;
68     return blue;
69 }
70 //Methode zum zur?ckgeben der Hex-Darstellung einer Farbe
71 public String getHex(){
72     String rgbHex= "#" + Integer.toHexString(rgb);
73     return rgbHex.toUpperCase();
74 }
75
76 public Color(String rgbHex){
77     this.rgb = Integer.parseInt(rgbHex);
78 }
79
80 //Methode zur bildung der Komplement?rfarbe
81 public Color complementaryColor(){
82     int red = 255 - getRed();
83     int green = 255 - getGreen();
84     int blue = 255 - getBlue();
85     return new Color (red, green, blue);
86 }
```

```
87     }
88
89     //Methode zum mischen zweier Farben
90     public Color mixColor(Color color){
91         int rneu = (color.getRed() + getRed()) / 2;
92         int gneu = (color.getGreen() + getGreen()) / 2;
93         int bneu = (color.getBlue() + getBlue()) / 2;
94
95         return new Color(rneu, gneu, bneu);
96     }
97
98
99
100    public static void main(String[] args) {
101        //Initialisierung einiger Farben
102        Color c = new Color(255, 16, 0);
103        Color orange = new Color(255, 160, 0);
104        Color aqua = new Color (0, 220, 255);
105        Color floralwhite = new Color ( 240, 255, 255);
106        Color firebrick = new Color (178, 34, 34);
107        Color lightseagreen = new Color(32, 178, 170);
108        System.out.println("RGB" + orange.getRgb());
109        System.out.println("Red" + orange.getRed());
110        System.out.println("Green" + orange.getGreen());
111        System.out.println("Blue" + orange.getBlue());
112        System.out.println("Hex" + orange.getHex());
113        //Color Visualizer
114        new ColorVisualizer(floralwhite);
115        new ColorVisualizer(aqua);
116        new ColorVisualizer(firebrick);
117        new ColorVisualizer(lightseagreen);
118        new ColorVisualizer(RED.mixColor(BLUE));
119        new ColorVisualizer(GREEN.complementaryColor());
120        int rgb2 = c.mixColor(new Color()).getRgb();
121
122    }
123
124 }
```