

le and, if possible, ID#:

Problem 2

Colors in Java can be represented by objects of type *Color*. Each such object contains the *red*, *green* and *blue* components of the corresponding color as integer values from 0 to 255. Consider below a Java code that creates and initializes a rectangular array of *Color* type:

```
import java.util.Scanner;
import java.awt.Color;

public class Colors {

    public static void main(String args[]) {
        Scanner in = new Scanner(System.in);

        // Read number of rows and columns and create a Color array of such size
        Color[][] c = new Color[in.nextInt()][in.nextInt()];

        // For each element read the red, green and blue components as integers and
        // create a Color object by calling Color(int, int, int) constructor
        for (int row = 0; row < c.length; row++)
            for (int col = 0; col < c[0].length; col++)
                c[row][col] = new Color(in.nextInt(), in.nextInt(), in.nextInt());

        // TO BE CONTINUED
    }
}
```

Continue with a Java code that creates another array *Color[][] g* of the same size and fills it with gray equivalents of the colors from the array *Color[][] c*. To get a grey equivalent of a given color *c[i][j]*, it is enough to construct a *Color* object, whose red, green and blue components all are equal to the calculated average of red, green and blue components of the initial *c[i][j]*. Use *int getRed()*, *int getGreen()* and *int getBlue()* methods of class *Color*.

```
Color[][] g = new Color[in.nextInt()][in.nextInt()];
for (int Row = 0; Row < g.length; Row++) {
    for (int Col = 0; Col < g[0].length; Col++) {
        g[Row][Col] = new Color(in.nextInt(), in.nextInt(), in.nextInt());
        int avg = (g[Row][Col].getRed() + g[Row][Col].getGreen() +
            g[Row][Col].getBlue()) / 3;
        g[Row][Col] = new Color(avg, avg, avg);
    }
}
```

see LH, 55

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