



The screenshot shows a sequence of 15 code editor windows from a Java IDE, illustrating a step-by-step process of fixing bugs and improving code quality. The windows are arranged vertically, showing the progression of changes made to a Java class.

- Initial State:** The first window shows the initial state of the class with several errors and warnings.
- Fix 1: Adding a constructor:** A constructor is added to handle the creation of the `GIFSequenceWriter`.
- Fix 2: Fixing a bug in `writeImage()`:** The `writeImage()` method is modified to correctly handle the `ImageType` parameter.
- Fix 3: Adding a `getFrameIndex()` method:** A new method is added to calculate the frame index based on the current frame and the total number of frames.
- Fix 4: Fixing a bug in `write()`:** The `write()` method is modified to correctly handle the `ImageType` parameter.
- Fix 5: Adding a `getMetrics()` method:** A new method is added to return the metrics for the current frame.
- Fix 6: Fixing a bug in `close()`:** The `close()` method is modified to correctly handle the `ImageType` parameter.
- Fix 7: Adding a `getFrameName()` method:** A new method is added to return the name of the current frame.
- Fix 8: Fixing a bug in `writeImage()`:** The `writeImage()` method is modified to correctly handle the `ImageType` parameter.
- Fix 9: Adding a `getFrameIndex()` method:** A new method is added to calculate the frame index based on the current frame and the total number of frames.
- Fix 10: Fixing a bug in `write()`:** The `write()` method is modified to correctly handle the `ImageType` parameter.
- Fix 11: Adding a `getMetrics()` method:** A new method is added to return the metrics for the current frame.
- Fix 12: Fixing a bug in `close()`:** The `close()` method is modified to correctly handle the `ImageType` parameter.
- Fix 13: Adding a `getFrameName()` method:** A new method is added to return the name of the current frame.
- Fix 14: Fixing a bug in `writeImage()`:** The `writeImage()` method is modified to correctly handle the `ImageType` parameter.
- Fix 15: Adding a `getFrameIndex()` method:** A new method is added to calculate the frame index based on the current frame and the total number of frames.