manipulatingAnImage.java

```java
1 import java.awt.Color;
2
3 public class manipulatingAnImage {
4
5    public static void main(String[] args) {
6          Picture pic = new Picture();
7          pic.load("bin/beach-background-7.jpg"); //loads picture
8
9          //goes to each x values
10         for(int x=0;x<pic.getWidth();x++) {
11             //goes to each y value
12             for(int y=0;y<pic.getHeight();y++) {
13                 Color original = new Color(pic.getColorAt(x,y).getRed(),pic.getColorAt(x,
                    y).getGreen(),pic.getColorAt(x, y).getBlue()); //gets color at a pixel
14
15                 //negates color
16                 int red = 255-original.getRed();
17                 int green = 255-original.getGreen();
18                 int blue = 255-original.getBlue();
19
20                 Color negative = new Color(red,green,blue); //creates the negated color
21                 pic.setColorAt(x, y, negative); //sets the negated color in the image
22             }
23         }
24     }
25 }
```