Wai Hla

AP CSA

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```
Public Class GrayImage {
public final int BLACK = 0;
public final int WHITE = 255;
public int[][] PixelValues
```

subtract 3 so we don't go out of bounds (2) + account for positional shift

① countWhitePixels() {
int bucket = 0; //(count)
for (raws : pixelValues) {
for (pixel : raws) {
if (Pixel is White)
bucket++;
}
return bucket;
}

processImage() {
rLimit = pixelVate...
length - 3;
for (int raw = 0; raw <= ...rLimit; col++) {
int pRaw = pixelVals...
...[raw];
cLimit = pRaw.Length...
...-3
for (int col = 0; col <= ...cLimit; col++)
int ValueOne = pRaw[col];
int ValueTwo = PixelValues
[raw+2][col+2];
int processed = ValueOne - ValueTwo
pixelValues[raw][col] = ...
...(if it is > 0) processed;