3. The image is shown at a 0.5, 1.0, and 2.0 scale (left to right). I didn't leave the code in for this since I didn't want a bunch of images to show up in a row, and it's nearly the same thing as putting them in one window.

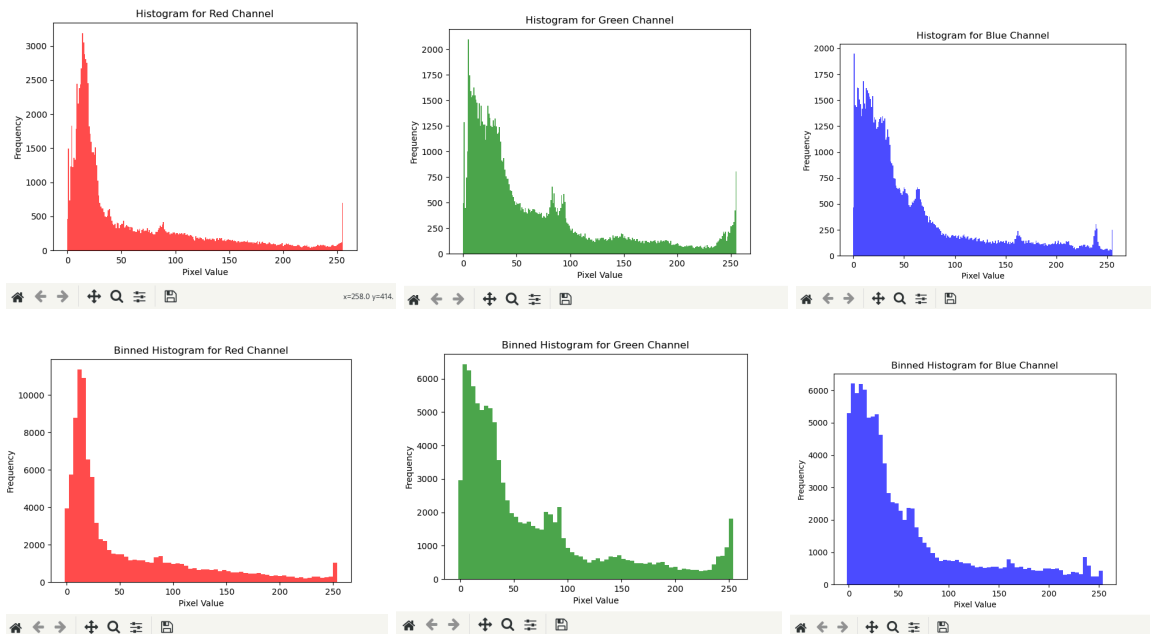4. This is the first thing that shows up when running the program.

5. I used the 'tkinter' package since it's the simplest way I know how to create basic windows with images/graphics.

6. This is the second thing that shows up. It goes: original image, red channel, green channel, blue channel.

7/8/9. Each channel shows up in order (rgb) no bin, and then in order again with bins.

10. Lastly, my own image shows up, with 2 gradients and repeating circles over the image.