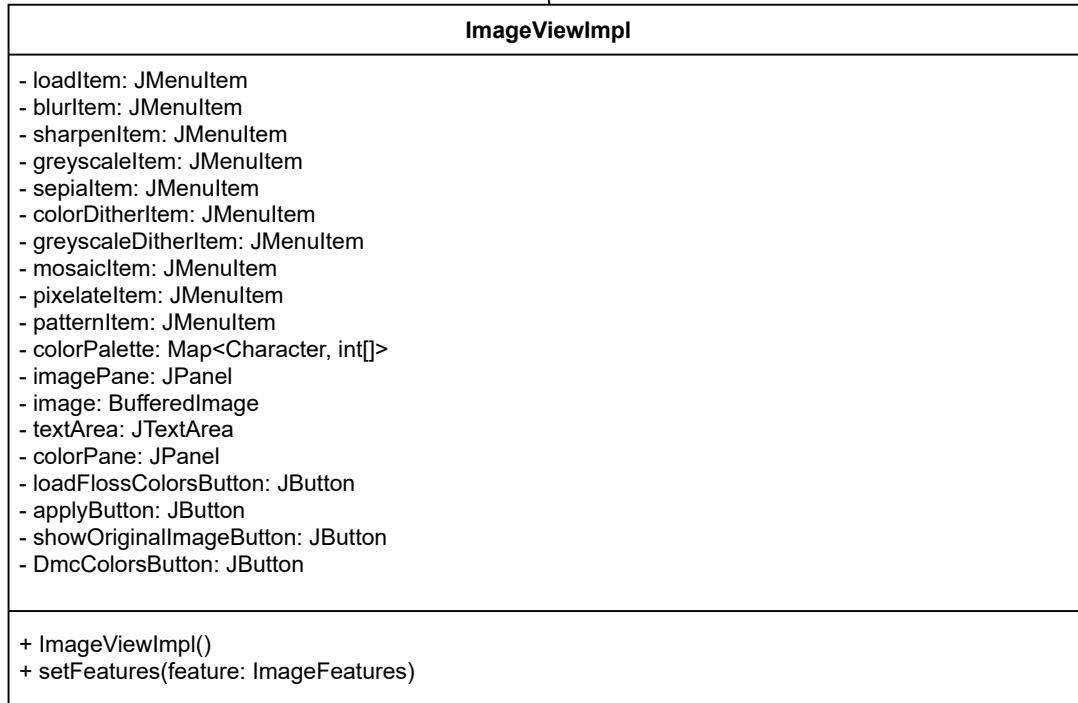
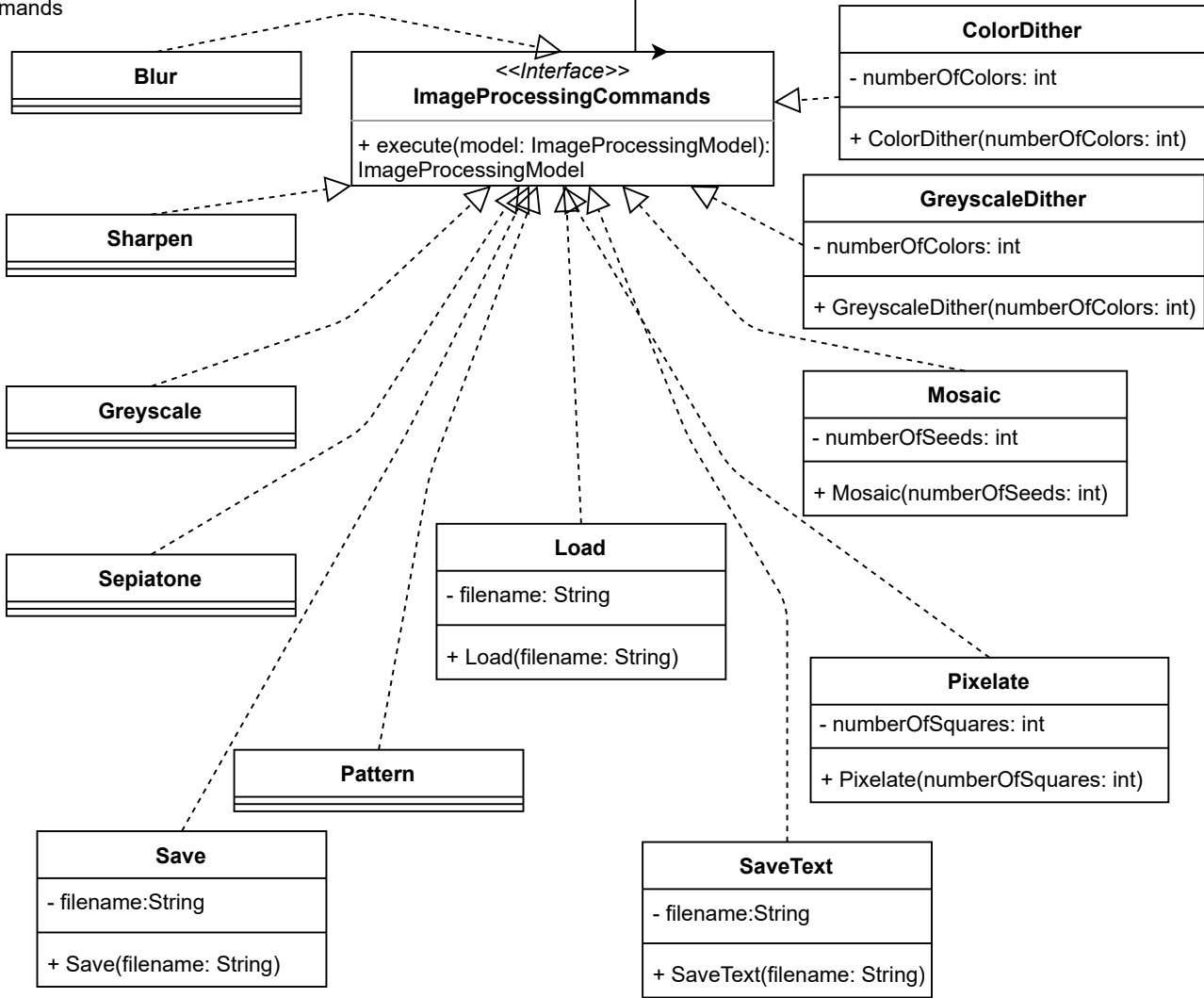


view



controller

commands



<<Interface>>

ImageFeatures

```
+ loadImage(filename: String) : String
+ blurImage(): String
+ sharpenImage(): String
+ greyscaleImage(): String
+ sepiatoneImage(): String
+ colorDitherImage(): String
+ greyscaleDitherImage(): String
+ mosaicImage(): String
+ pixelateImage(): String
+ mosaicPatternImage(): String
+ pixelatePatternImage(): String
+ displayDmcColors(): Map<Character, int[]>
+ displayImageFlossColors(): Map<Character, int[]>
+ displayImage(): BufferedImage
+ processCommands(): String
+ saveCommands(filename: String)
+ displayOriginalImage(): BufferedImage
```

△

ImageControllerInteractive

```
- view: ImageView

+ ImageControllerInteractive(input: Readable,
output: Appendable)
```

Extends

ImageControllerImpl

```
- input: Readable
- output: Appendable
- listOfCommands: Map<String, Function<Str

+ ImageControllerImpl(input: Readable,
output: Appendable)
```

<<Interface>>

ImageController

```
+ start(): void
+ processCommand(): String
```

