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| |  |  | | --- | --- | | image = new SimpleImage("flowers.jpg"); | Set the variable *image* to hold the "flowers.jpg" image | | image.setZoom(5); | Set the image to print at 5x size on screen. Useful to make changes on very small images such as "x.png" visible. | | print(image); | |  |  | | --- | --- | |  | Print the image to the screen. | | | pixel = image.getPixel(0, 0); | Retrieve the pixel at x,y (0, 0) and store it in a variable named *pixel* (i.e. the upper left pixel). Changes on that pixel, e.g. pixel.setRed(255);, change the pixel in the original image. | | print(pixel); | |  |  | | --- | --- | |  | Print the values for one pixel, in the format "r:200 g:12 b:166" | | | pixel.setRed(*number*); | Change the pixel's red value to be 255 (we can specify any value 0..255 within the parenthesis). There are analogous functions pixel.setGreen(*number*); and pixel.setBlue(*number*);for the other two colors. If the number is outside the range 0..255, it is automatically limited to 0 or 255. | | red = pixel.getRed(); | Retrieve the red value from a pixel (a number in the range 0..255), and store it in a variable named *red*. There are analogous functions pixel.getGreen() and pixel.getBlue() | | image.getWidth(), image.getHeight() | Retrieve the width and height of an image. | | image.setSize(width, height); | |  |  | | --- | --- | |  | Scale an image up or down in size so it has the given width and height. | | | image.setSameSize(other\_image); | Scale an image up or down in size, keeping its proportions, so it is at least as big as the *other\_image* specified. Useful for bluescreen code where we want to make the background at least as big as the foreground. | |  |
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