

```
1  /*****  
2  /* Container.h  
3  /*  
4  /* Author: Jonathan Yu  
5  /*  
6  /* This file describes the interface to the Container object class.  
7  /*  
8  /*****  
9  
10 #pragma once  
11  
12 Include the ImageLib header file  
13  
14 class Container {  
15  
16 public:  
17  
18     Constructor  
19     Copy Constructor  
20     Destructor  
21  
22     Operator= overloader function  
23     Operator== overloader function  
24     Function that checks if Container object is empty or not  
25     Function that checks if pixel passed in is close enough to seed pixel  
26  
27     Function that adds pixel to Container group  
28     Function that merges two Container groups together  
29     Function that adds seed pixel to Container  
30  
31     Function that returns average pixel of Container  
32     Function that returns average red value of Container  
33     Function that returns average green value of Container  
34     Function that returns average blue value of Container  
35     Function that returns size of Container  
36  
37 private:  
38  
39     Struct class of node containing image pixel and pointer  
40  
41     Private function that passes in single pixel and updates color values  
42     Private function that passes in Container and updates color values  
43     Private function that removes all nodes in Container object  
44  
45     Class definition of head pointer  
46     Class definition of seed pixel  
47  
48     Class definition of integer size  
49     Class definition of total red value
```

```
50     Class definition of total green value
51     Class definition of total blue value
52 };
53
```