ControlBrightness

The aim for this project is to implement necessary methods to modify brightness of an image and demonstrate brightness control on an example.

To modify brightness of an image, it is sufficient to multiply each color component with a constant/factor. For demonstration, your program should put on canvas three versions of the image in file 'shellFish_s.png':
- a darker version obtained by multiplying all color components by 0.5
- the original image
- a brighter version obtained by multiplying all color components by 1.5

Here is the output expected: