```java
public class Compositor {
    // maximum value of a sample
    private static final int MAX_VALUE = 255;
    private static double weight = 20;

  // this method returns a new image created by adding
  // the source images image1 and image2
  public BufferedImage weightedAdd(BufferedImage image1,BufferedImage image2) {
    int width = Math.min(image1.getWidth(), image2.getWidth());
    int height = Math.min(image1.getHeight(), image2.getHeight());

    // create a new BufferedImage called image3
    BufferedImage image3 = new BufferedImage(width, height, BufferedImage.TYPE_INT_ARGB);

    for (int x = 0; x < width; x++) {
      for (int y = 0; y < height; y++) {
        // get the samples of the pixel at (x, y) in image1
        int colorValue1 = image1.getRGB(x, y);
        Color pixelColor1 = new Color(colorValue1);
        int red1 =  pixelColor1.getRed() ;
        int green1 =  pixelColor1.getGreen() ;
        int blue1 =  pixelColor1.getBlue();

        // get the samples of the pixel at (x, y) in image2
        int colorValue2 = image2.getRGB(x, y);
        Color pixelColor2 = new Color(colorValue2);
        int red2 =  pixelColor2.getRed() ;
        int green2 =  pixelColor2.getGreen() ;
        int blue2 =  pixelColor2.getBlue();

        // add the samples to create a new color
        double weight1 = weight/100.0;
        double weight2 = (100 - weight)/100;
        double red = weight1*red1 + weight2*red2;
        double green =  weight1*green1 + weight2*green2;
        double blue =  weight1*blue1 + weight2*blue2;

        int red3 = Math.min((int)red, MAX_VALUE);
        int green3 =  Math.min((int)green, MAX_VALUE);
        int blue3 =  Math.min((int)blue, MAX_VALUE);

        // set the color of a pixel in image3
        Color newPixelColor = new Color(red3, green3, blue3);
        int newRgbvalue = newPixelColor.getRGB();
        image3.setRGB(x, y, newRgbvalue);
      }
    }
    // returns a reference to the new image
    return image3;
  }

public static void main(String[] args) {
    DrawingKit dk = new DrawingKit("Compositor", 1000, 1000);
    BufferedImage p1 = dk.loadPicture("image/pattern1.jpg");
    BufferedImage p2 = dk.loadPicture("image/pattern2.jpg");
    Compositor c = new Compositor();
    BufferedImage p3 = c.weightedAdd(p1,p2);
    dk.drawPicture(p3, 0, 100);
  }
}
```

```java
public class Compositor {
    // maximum value of a sample
    private static final int MAX_VALUE = 255;
    private static double weight = 20;

    // this method returns a new image created by adding
    // the source images image1 and image2
    public BufferedImage weightedAdd(BufferedImage image1,BufferedImage image2) {
        int width = Math.min(image1.getWidth(), image2.getWidth());
        int height = Math.min(image1.getHeight(), image2.getHeight());

        // create a new BufferedImage called image3
        BufferedImage image3 = new BufferedImage(width, height, BufferedImage.TYPE_INT_ARGB);

        for (int x = 0; x < width; x++) {
            for (int y = 0; y < height; y++) {
                // get the samples of the pixel at (x, y) in image1
                int colorValue1 = image1.getRGB(x, y);
                Color pixelColor1 = new Color(colorValue1);
                int red1 = pixelColor1.getRed() ;
                int green1 = pixelColor1.getGreen() ;
                int blue1 = pixelColor1.getBlue();

                // get the samples of the pixel at (x, y) in image2
                int colorValue2 = image2.getRGB(x, y);
                Color pixelColor2 = new Color(colorValue2);
                int red2 = pixelColor2.getRed() ;
                int green2 = pixelColor2.getGreen() ;
                int blue2 = pixelColor2.getBlue();

                // add the samples to create a new color
                double weight1 = weight/100.0;
                double weight2 = (100 - weight)/100;
                double red = weight1*red1 + weight2*red2;
                double green = weight1*green1 + weight2*green2;
                double blue = weight1*blue1 + weight2*blue2;

                int red3 = Math.min((int)red, MAX_VALUE);
                int green3 = Math.min((int)green, MAX_VALUE);
                int blue3 = Math.min((int)blue, MAX_VALUE);

                // set the color of a pixel in image3
                Color newPixelColor = new Color(red3, green3, blue3);
```

weight = 44

weight = 66

weight = 88