Pokeball Functions

Call Pokeball generate → generate

fileName

open file

read in number of frames

int h < frames

False → Close File → Finish generate

True

read in dem1 and dem2

Resize the graphic vector to the amount of frames

int i < dem1

False

True

int j < dem2

False → i++

True

read in the R, G ,B values for the pokeball images → j++

h++

Call Pokeball draw → draw

int rowD < dem1 && y + rowD < window row

False → Finish draw

True

int colD < dem2 && x + colD < window column

False → rowD++

True

!(R value == 236 ll G value == 243 ll B value ==250)

False

True

plot the R, G, B values from the pokeball images → colD++