

```
public class Color
extends java.lang.Object
```

The `Color` class is used to represent a red, green, blue color. Several common colors have been pre-defined. If a desired color is not predefined it will need to be constructed using either the individual RGB values, a single integer as a gray value, or a single float to represent the hue value.

Field Summary

Fields	
Modifier and Type	Field and Description
static Color	BLACK
static Color	BLUE
static Color	BROWN
static Color	CYAN
static Color	DARK_GRAY
static Color	GRAY
static Color	GREEN
static Color	LIGHT_GRAY
static Color	LIME
static Color	MAGENTA
static Color	MAROON
static Color	NAVY
static Color	ORANGE
static Color	PINK
static Color	PURPLE
static Color	RED
static Color	WHITE
static Color	YELLOW

Constructor Summary

Constructors

Constructor and Description

`Color(float hue)`

Constructors a color based on a given hue using 100% saturation and 100% brightness.

`Color(int gray)`

Constructors a gray-based color in ranged of (0-255).

`Color(int red, int green, int blue)`

Constructs a color based on a specified red, green, and blue value in the ranges of (0-255).

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method and Description
int	<code>getBlue()</code> Returns the blue value in the range of 0-255.
int	<code>getGreen()</code> Returns the green value in the range of 0-255.
int	<code>getRed()</code> Returns the red value in the range of 0-255.

Methods inherited from class java.lang.Object

`clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Field Detail

BLACK

`public static Color BLACK`

BLUE

`public static Color BLUE`

BROWN

`public static Color BROWN`

CYAN

```
public static Color CYAN
```

DARK_GRAY

```
public static Color DARK_GRAY
```

GRAY

```
public static Color GRAY
```

GREEN

```
public static Color GREEN
```

LIGHT_GRAY

```
public static Color LIGHT_GRAY
```

LIME

```
public static Color LIME
```

MAGENTA

```
public static Color MAGENTA
```

MAROON

```
public static Color MAROON
```

NAVY

```
public static Color NAVY
```

ORANGE

```
public static Color ORANGE
```

PINK

```
public static Color PINK
```

PURPLE

```
public static Color PURPLE
```

RED

```
public static Color RED
```

WHITE

```
public static Color WHITE
```

YELLOW

```
public static Color YELLOW
```

Constructor Detail

Color

```
public Color(float hue)
```

Constructors a color based on a given hue using 100% saturation and 100% brightness.

Parameters:

hue - the hue value, in the range of (0-255)

Color

```
public Color(int gray)
```

Constructors a gray-based color in ranged of (0-255).

Parameters:

gray - the brightness of the gray, where 0 is black and 255 is white

Color

```
public Color(int red,  
             int green,  
             int blue)
```

Constructs a color based on a specified red, green, and blue value in the ranges of (0-255).

Parameters:

red - the red value

green - the green value

blue - the blue value

Method Detail**getBlue**

```
public int getBlue()
```

Returns the blue value in the range of 0-255.

Returns:

the blue value

getGreen

```
public int getGreen()
```

Returns the green value in the range of 0-255.

Returns:

the green value

getRed

```
public int getRed()
```

Returns the red value in the range of 0-255.

Returns:

the red value