Extra Credit description

1. The CamPaintExtra class has the modification to hold multiple brushes. I allow the user to set the amount of brushes (colors really) to select by modifying the keypress handle with the addition of ‘+’. That character allows the user to add brushes. Then, the user will click in all the points they want, and the color of each of those points is then transmitted into a colorMatrix arrayList. After all the brushes have been used (when brushes is equal to 0), the findRegions() method is called which finds all the regions that have similar colors and adds it to the ArrayList of regions in the RegionFinderExtra class. Then I add each largest region from each differently colored region to an arrayList called ColorPoints which tells us which areas of the window become brushes. Lastly, each pixel in the painting is updated according to the values in ColorPoints.
2. Strobe lights modification – takes the point at which the user clicks and makes every pixel that color. The webcam is slow enough that it turns it into a strobe light.