

Sahar K Hussain
CAP3027
Section 1925
October 23rd, 2015
HW09 + Bonus

The work submitted is my own and the honor code was neither bent nor broken.

Sahar K Hussain

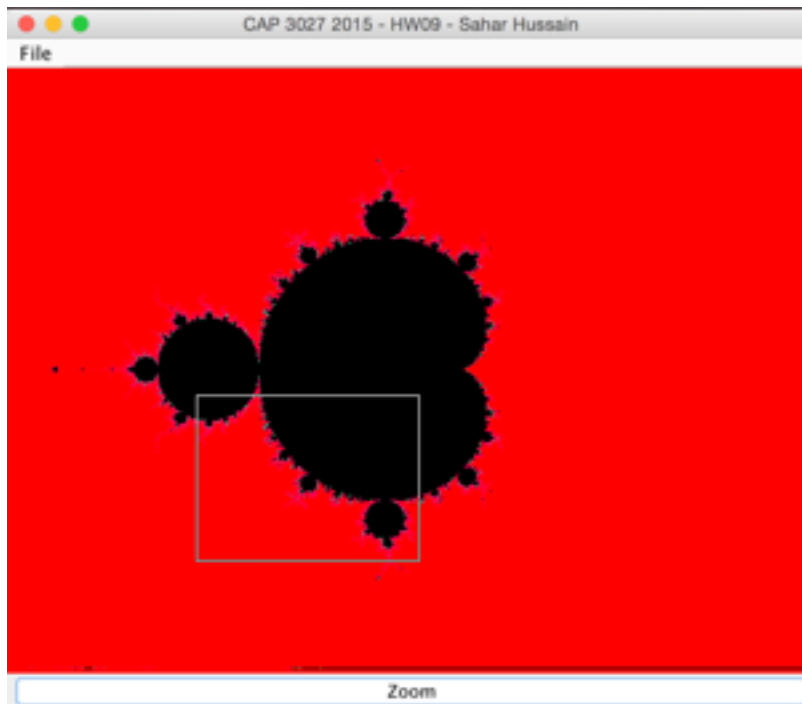
The easiest part of the homework was building a little bit off of my last homework and interpreting how to compute the fractals. The hardest part was actually figuring out how to make the mandelbrot image for me. I believe the assignment's educational objective was to help us practice using new techniques of java. It was gratifying after figuring out how to compute the image.

Standard Program Deliverables:

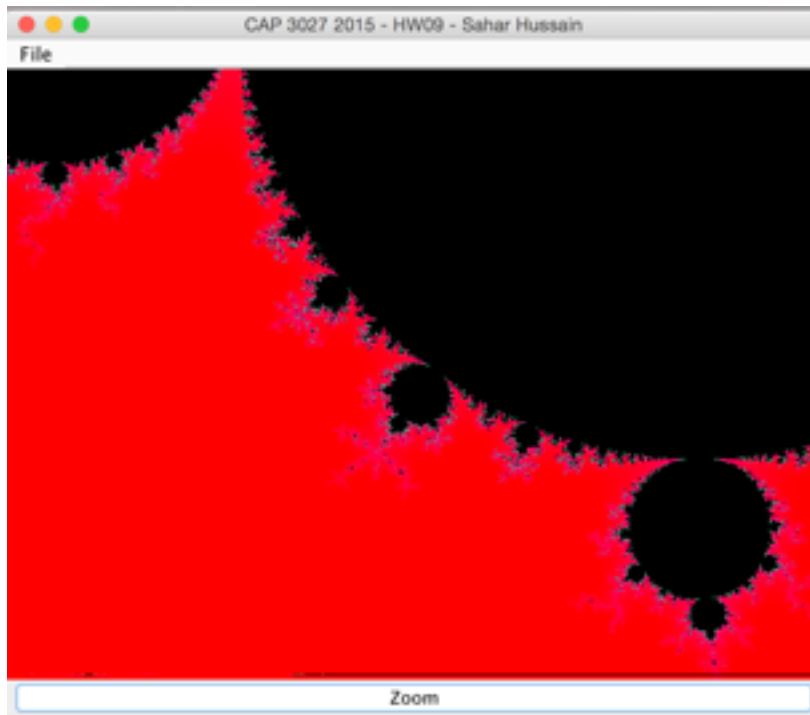
- 1) Yes, the program compiles without errors.
- 2) Yes, the program compiles without warnings.
- 3) Yes, the program runs without crashing.
- 4) I tested the program on my personal laptop and utilized xCode for inputting the code and the terminal for compiling and running the program.
- 5) The program does meet assignment's specifications - N/A
- 6) No known and suspected bugs.
- 7) Yes, the program runs correctly.

Screenshots:

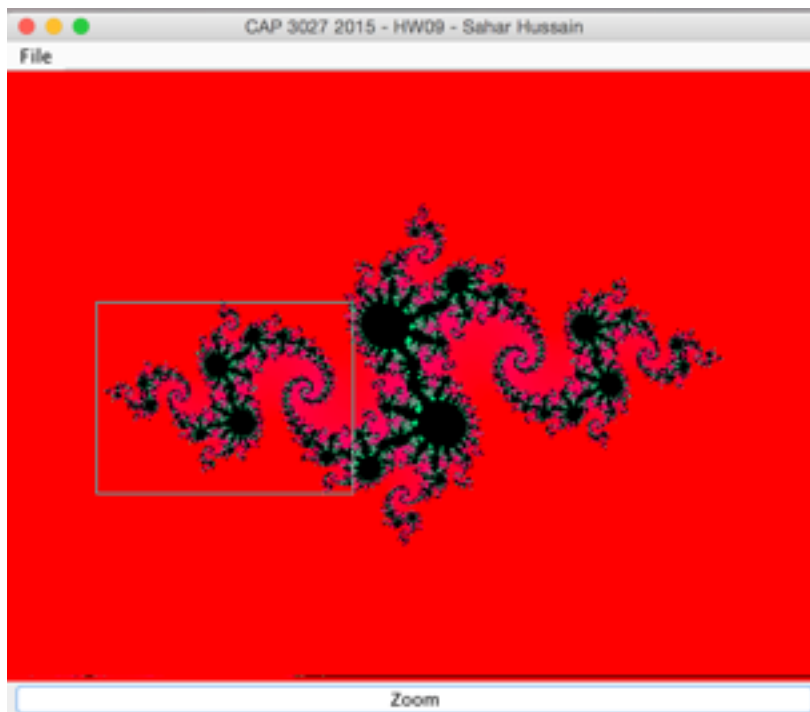
Mandelbrot Unzoomed:



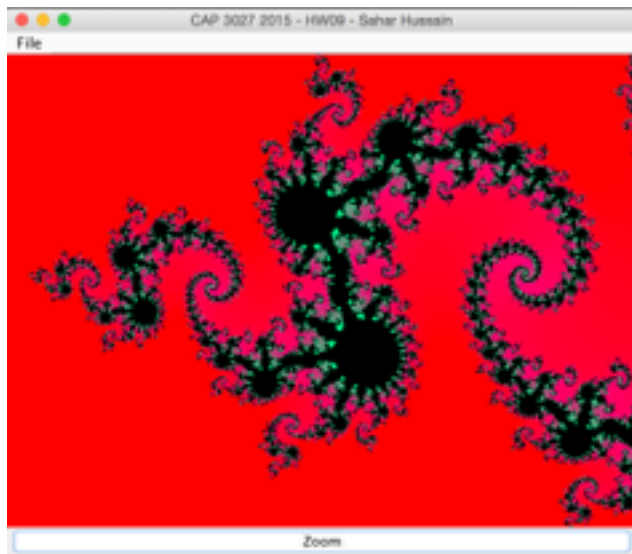
MandelbrotZoomed:



JuliaUnzoomed:



JuliaZoomed:



Source Code:

```
//DisplayImage.java
```

```
//Allows a user to select and display images
```

```
//illustrates how to create a JFrame with a menubar,
```

```
//define ActionListeners,
```

```
//use a JFileChooser,
```

```
//open and display an image inside a JScrollPane
```

```
//by Dave Small
```

```
//HW09 Modification to original HW00 code and work by Sahar KH
```

```
/**For this assignment, I shall be implementing one of the Mandelbrot/Julia Set  
Graphics Techniques
```

```
as described in Lecture: Mandelbrot & Julia Sets
```

```
**/
```

```
// Import the libraries
```

```
import java.awt.Color;
```

```
import java.awt.Graphics2D;
```

```
import java.awt.List;
```

```
import java.awt.Rectangle;
```

```
import java.awt.Shape;
```

```
import java.awt.geom.AffineTransform;
```

```
import java.awt.geom.Line2D;
```

```
import java.awt.geom.*;
import java.awt.geom.Point2D;
import java.awt.*;
import java.lang.Math;
import java.lang.Character;
import java.util.Stack;
import java.util.Scanner;
import java.awt.event.*;
import java.awt.image.*;
import java.io.*;
import javax.imageio.*;
import java.awt.Graphics;
import java.lang.Math.*;
import java.lang.Math;
import javax.swing.*;
import javax.swing.JLabel;
import javax.swing.JMenuBar;
import javax.swing.JMenu;
import javax.swing.JMenuItem;
import java.util.*;
import java.util.ArrayList;
import java.io.IOException;
import java.io.FileReader;
import java.io.BufferedReader;
import java.util.Random;
```

```
import javax.swing.ImageIcon;  
import javax.swing.JOptionPane;
```

```
public class DisplayImage
```

```
{
```

```
    // Has an area select panel 600 pixels wide and 450 pixels tall
```

```
    private static final int WIDTH = 600;
```

```
    private static final int HEIGHT = 450;
```

```
    // Our worker thread called by the EDT to run the program in a safe way
```

```
    public static void main(String[] args)
```

```
    {
```

```
        SwingUtilities.invokeLater( new Runnable()
```

```
        {
```

```
            public void run()
```

```
            {
```

```
                createAndShowGUI();
```

```
            }
```

```
        });
```

```
    }
```

```
    public static void createAndShowGUI()
```

```
    {
```

```
JFrame frame = new ImageFrame( WIDTH, HEIGHT );

frame.setDefaultCloseOperation( JFrame.EXIT_ON_CLOSE );

frame.setVisible( true ); // frame.show(); was deprecated as of Java 1.5
}
}
```

```
class ImageFrame extends JFrame
```

```
{
    // Creates the new areaselectpanel calling object from AreaSelectPanel.java
    class
```

```
    // AreaSelectPanel.java
```

```
    // - click and drag to select rectangular area on an image
```

```
    private AreaSelectPanel panel;
```

```
    // Initializes our variables
```

```
    private JButton button;
```

```
    private int gridWidth = 600;
```

```
    private int gridHeight = 450;
```

```
    private double x = 0;
```



```
private double y = 0;
```

```
private int tmax = 100;
```

```
private boolean mandelbrot;
```

```
private BufferedImage image = null;
```

```
private int [] finalColorScheme = new int [100];
```

```
private double firstR = -2;
```

```
private double secondR = 2;
```

```
private double changeReal = secondR-firstR;
```

```
private double firstImagine = -1.5;
```

```
private double secondImagine = 1.5;
```

```
private double changelimaginary = secondImagine-firstImagine;
```

```
private double[] variable = new double[2];
```

```
// Constructor
```

```

public ImageFrame(int gridWidth, int gridHeight)
{
    //setup the frame's attributes

    this.setTitle( "CAP 3027 2015 - HW09 - Sahar Hussain" );
    this.setSize (gridWidth, gridHeight);

    //add a menu to the frame
    addMenu();

    image = newImageCreator(gridWidth,gridHeight);

    panel = new AreaSelectPanel( image);

    //Has a button at the bottom of the frame labeled "Zoom", which when
    clicked, zooms into the selected area.

    button = new JButton( "Zoom" );
    button.addActionListener( new ActionListener()
        {
            public void actionPerformed((ActionEvent event) )
            {
                updateImage(mandelbrot);
            }
        }
    );
}

```

```
} );
```

```
this.getContentPane().add( panel, BorderLayout.CENTER );
```

```
this.getContentPane().add( button, BorderLayout.SOUTH );
```

```
this.pack();
```

```
this.setVisible( true );
```

```
//setup the file chooser dialog
```

```
//chooser = new JFileChooser();
```

```
//chooser.setCurrentDirectory( new File( "." ) );
```

```
}
```

```
//----- Methods that Implement the  
Menu-----//
```

```
private void addMenu()
```

```
{
```

```
//setup the frame's menu bar
```

```
// === file menu
```

```
JMenu fileMenu = new JMenu( "File" );
```

```
// The JMenuItem that will load Mandelbrot image
```

```
JMenuItem mandelBrotImage = new JMenuItem( "Mandelbrot" );
```

```
mandelBrotImage.addActionListener( new ActionListener()
```

```
{
```

```
    public void actionPerformed(ActionEvent event)
```

```
    {
```

```
        firstR = -2;
```

```
        secondR = 2;
```

```
        changeReal = secondR-firstR;
```

```
        firstImagine = -1.5;
```

```
        secondImagine = 1.5;
```

```
        changeImaginary = secondImagine-firstImagine;
```

```
        mandelbrotImageMaker(firstR,firstImagine,secondR,secondImagine);
```

```
    }
```

```
});
```

```
fileMenu.add( mandelBrotImage );
```

```
// The JMenuItem that will load the Julia image
```

```
JMenuItem juliaImage = new JMenuItem( "Julia" );
```

```
juliaImage.addActionListener( new ActionListener()
```

```

        {
public void actionPerformed(ActionEvent event)
{
    variable = userMuPrompter();
    firstR = -2;
    secondR = 2;
    changeReal = secondR-firstR;
    firstImagine = -1.5;
    secondImagine = 1.5;
    changelMaginary = secondImagine-firstImagine;
    juliasetImageMaker(firstR,firstImagine,secondR,secondImagine,
variable[0], variable[1]);
    }
} );

```

```
fileMenu.add( julialImage );
```

```
// The JMenuitem that will save the image
```

```
JMenuitem saveOurImage = new JMenuitem( "Save image" );
```

```
saveOurImage.addActionListener( new ActionListener()
```

```

{
public void actionPerformed(ActionEvent event)
{
    saveTheImage();

```

```
    }  
});
```

```
fileMenu.add( saveOurImage );
```

```
//exit
```

```
JMenuItem exitItem = new JMenuItem( "Exit" );  
exitItem.addActionListener( new  
    ActionListener()  
    {  
        public void actionPerformed(ActionEvent event)  
        {  
            System.exit( 0 );  
        }  
    } );
```

```
fileMenu.add ( exitItem );
```

```
//attach menu to a menu bar
```

```
JMenuBar menuBar = new JMenuBar();  
menuBar.add(fileMenu);  
this.setJMenuBar(menuBar);
```

```
}
```

```
//-----  
-----//
```

```
//----- Methods that get inputs from the  
user-----//
```

```
// Prompts the user for the desired real number for Mu
```

```
private double userMuReal() {  
    double promptMuReal = 0;  
    try {  
        String prompt = JOptionPane.showInputDialog("Please input the desired  
real number for Mu [-2.0, 2.0]");  
        promptMuReal = Double.parseDouble(prompt);  
    }  
    catch(NumberFormatException e) {  
        JOptionPane.showMessageDialog(this, "Error, please input the desired real  
number for Mu [-2.0, 2.0]");  
        String prompt = JOptionPane.showInputDialog("Please enter the desired  
real number for Mu");  
        promptMuReal = Double.parseDouble(prompt);  
    }  
    return promptMuReal;  
}
```

```
// Prompts the user for the desired imaginary number for Mu
```

```

private double userMulmaginary() {
    double promptMulmaginary = 0;
    try {
        String prompt = JOptionPane.showInputDialog("Please input the desired
imaginary number for Mu [-1.5, 1.5]");
        promptMulmaginary = Double.parseDouble(prompt);
    }
    catch(NumberFormatException e) {
        JOptionPane.showMessageDialog(this, "Error, please input the desired
imaginary number for Mu [-1.5, 1.5]");
        String prompt = JOptionPane.showInputDialog("Please input the desired
imaginary number for Mu");
        promptMulmaginary = Double.parseDouble(prompt);
    }
    return promptMulmaginary;
}

```

```

//-----
-----//

```

```

//----- Methods that implement the Mandelbrot Creations
-----//

```

```

/**When the Mandelbrot options is selected, the program shall create and
display a 600 x 450 image corresponding the region  $(-2 + 1.5i)$  to  $(2 - 1.5i)$  after
100 iterations using one of the coloring schemes described below (you may chose

```


to support both coloring schemes and let the user chose which to use) [note: the y-axis shall be the imaginary axis, while the x-axis shall be the real-axis]

```
*/
```

```
private void mandelbrotImageMaker(double mandelbrotRealFirst, double  
mandelbrotImagineFirst, double mandelbrotRealSecond, double  
mandelbrotImagineSecond)
```

```
{
```

```
    colorInterpolationChange();
```

```
    changeReal = mandelbrotRealSecond- mandelbrotRealFirst;
```

```
    changeImaginary = mandelbrotImagineSecond - mandelbrotImagineFirst;
```

```
    double stepsReal = (mandelbrotRealSecond- mandelbrotRealFirst)/(gridWidth  
- 1);
```

```
    double stepsImagine = (mandelbrotImagineSecond - mandelbrotImagineFirst)/  
(gridHeight -1);
```

```
    double real = mandelbrotRealFirst;
```

```
    for(int x = 0; x < gridWidth; x++)
```

```
    {
```

```
        double img = mandelbrotImagineSecond;
```

```

for(int y = 0; y < gridHeight; y++)
{
    double [] m_secondNumber = new double [2];

    m_secondNumber[0] = 0;

    m_secondNumber[1] = 0;

    int t = 0;

    // Divergence Test

    /**You may optionally support, in addition to the standard divergence
    test [diverged when z's magnitude is  $\geq 2$ ] the one Laurens Lapré discovered, via a
    typo: when the relationship  $((\text{realSquared} - \text{imgSquared}) < 4)$  is false, z is
    considered to have diverged. It's an interesting alternative that produces fractals
    with Kirlian-like “auras.”

    **/

    while(t!=tmax)
    {
        m_secondNumber = muAddition(m_secondNumber[0],
        m_secondNumber[1], real, img);

        if(squareCalc(m_secondNumber[0],m_secondNumber[1]) > 4.0)
        {
            break;
        }
    }

```

```

else
{
    ++t;
}
}

if(t == tmax)
{
    // Plots the pixel with black

    double [] newBitmap = new double [2];

    newBitmap = coordinateBit(real, firstR, secondR, img, firstImagine,
secondImagine);

    image.setRGB((int)(newBitmap[0]),(int)(newBitmap[1]),
0xFF000000);
}

else

{
    double [] newBitmap = new double [2];

```

```
        newBitmap = coordinateBit(real, firstR, secondR, img, firstImagine,
secondImagine);
```

```
        image.setRGB((int)(newBitmap[0]),(int)
(newBitmap[1]),finalColorScheme[t]);
    }
```

```
    img -= stepsImagine;
```

```
}
```

```
    real += stepsReal;
```

```
}
```

```
//updateImage();
```

```
SwingUtilities.invokeLater(new Runnable()
```

```
{
```

```
    public void run()
```

```
{
```

```
        mandelbrot = true;
```

```
        panel.setImage(image);
```

```
}
```

```
});
```

```
}
```

```
//-----  
-----//
```

```
//----- Methods that implement the JuliaSet  
Creations-----//
```

```
/**
```

When the Julia options is selected, the program shall prompt the user for the value of μ , create and display a 600 x 450 image corresponding to the region $(-2 + 1.5i)$ to $(2 - 1.5i)$ after 100 iterations using one of the coloring schemes described below. [note: the y-axis shall be the imaginary axis, while the x-axis shall be the real-axis]

```
**/
```

```
private void juliasetImageMaker(double juliaFirstReal, double julialmagineFirst,  
double juliaSecondReal, double julialmagineSecond, double juliaReallmager,  
double julialmagineImager)
```

```
{
```

```
    double [] m_firstNumber = new double [2];
```

```
    m_firstNumber[0] = juliaReallmager;
```

```
    m_firstNumber[1] = julialmagineImager;
```

```
    colorInterpolationChange();
```

```
changeReal = juliaSecondReal- juliaFirstReal;
```

```
changeImaginary = julialmagineSecond - julialmagineFirst;
```

```
double stepsReal = (juliaSecondReal- juliaFirstReal)/(gridWidth - 1);
```

```
double stepsImaginary = (julialmagineSecond - julialmagineFirst)/(gridHeight  
-1);
```

```
double real = juliaFirstReal;
```

```
for(int x = 0; x < gridWidth; x++)
```

```
{
```

```
    double img = julialmagineSecond;
```

```
    for(int y = 0; y < gridHeight; y++)
```

```
    {
```

```
        double [] m_secondNumber = new double [2];
```

```
        m_secondNumber[0] = real;
```

```
        m_secondNumber[1] = img;
```

```
int t = 0;
```

```
// Divergence Test
```

```
/**You may optionally support, in addition to the standard divergence  
test [diverged when z's magnitude is  $\geq 2$ ] the one Laurens Lapré discovered, via a  
typo: when the relationship  $((\text{realSquared} - \text{imgSquared}) < 4)$  is false, z is  
considered to have diverged. It's an interesting alternative that produces fractals  
with Kirlian-like “auras.”
```

```
*/
```

```
while(t!=tmax)
```

```
{
```

```
    m_secondNumber = muAddition(m_secondNumber[0],  
m_secondNumber[1], m_firstNumber[0], m_firstNumber[1]);
```

```
    if(squareCalc(m_secondNumber[0], m_secondNumber[1]) > 4.0)
```

```
{
```

```
    break;
```

```
}
```

```
else
```

```
{
```

```
    ++t;
```

```
}
```

```
}
```

```

        if(t ==tmax)
        {
            //Plot pixel with black

            double [] newBitmap = new double [2];

            newBitmap =
coordinateBit(real,firstR,secondR,img,firstImagine,secondImagine);

            image.setRGB((int)(newBitmap[0]),(int)(newBitmap[1]),
0xFF000000);

        }

        else

            //Plot pixel with color

            {

                double [] newBitmap = new double [2];

                newBitmap =
coordinateBit(real,firstR,secondR,img,firstImagine,secondImagine);

                image.setRGB((int)(newBitmap[0]),(int)
(newBitmap[1]),finalColorScheme[t]);

            }

```



```

        img -= stepsImagine;

    }

    real += stepsReal;

}

SwingUtilities.invokeLater(new Runnable()
{
    public void run()
    {
        mandelbrot = false;
        panel.setImage(image);
    }
});
}

```

```

//-----
-----//

```

```

private double [] muAddition(double secondReal, double secondImagine, double
firstReal, double firstImagine)
{
    double [] calculator = new double [2];

```

```
calculator[0] = (secondReal*secondReal) - (secondImagine*secondImagine)+  
firstReal;
```

```
calculator[1] = (2*secondReal*secondImagine) + firstImagine;
```

```
return calculator;
```

```
}
```

```
private double squareCalc(double realSecondImage, double imageSecondImage)
```

```
{
```

```
double calculator = 0.0;
```

```
calculator = realSecondImage*realSecondImage +  
imageSecondImage*imageSecondImage;
```

```
return calculator;
```

```
}
```

```
private double [] coordinateBit(double realFirstImage, double changefirstR,  
double changeSecondR, double imageFirstImage, double changeFirstImagine,  
double changeSecondImagine)
```

```
{
```

```
double calculator [] = new double [2];
```

```
double changeRealCalculate = changeSecondR-changefirstR;
```

```
double changemaginaryCalculate = changeSecondImagine-  
changeFirstImagine;
```

```
calculator[0] = ((realFirstImage - changefirstR ) / changeRealCalculate*  
(gridWidth-1));
```

```
calculator[1] = (imageFirstImage - changeFirstImagine ) /  
changemaginaryCalculate * (gridHeight-1);
```

```
return calculator;  
}
```

```
private void colorInterpolationChange()  
{
```

```
int totalColorChannel = 0;
```

```
double[] leftColor;
```

```
double[] rightColor;
```

```
double changeRedChannel;
```

```
double changeGreenChannel;
```

```
double changeBlueChannel;
```

```
double channelRed; // Implements the Red Color channel
```

```
double channelGreen; // Implements the Green Color Channel
```

```
double channelBlue; // Implements the Blue Color Channel
```

```
leftColor = colorExtract(16711680);
```

```
rightColor = colorExtract(16711795); // A beautiful pink decimal value!  
#ff0073
```

```
changeRedChannel = (rightColor[1] - leftColor[1])/(49);
```

```
changeGreenChannel = (rightColor[2] - leftColor[2])/(49);
```

```
changeBlueChannel = (rightColor[3] - leftColor[3])/(49);
```

```
channelRed = leftColor[1]; // Creates an array that starts the population of  
colors from the left side for the red Channel
```

```
channelGreen = leftColor[2]; // Creates an array that starts the population of  
colors from the left side for the green Channel
```

```
channelBlue = leftColor[3]; // Creates an array that starts the population of  
colors from the left side for the blue Channel
```

```
for(int x = 0; x < 49;x++)  
{  
    channelRed = channelRed + changeRedChannel;  
  
    channelGreen = channelGreen + changeGreenChannel;  
  
    channelBlue = channelBlue + changeBlueChannel;  
  
    if(channelRed > 255)  
    {  
        channelRed = 255;  
    }  
  
    if(channelRed < 0)  
    {  
        channelRed = 0;  
    }  
  
    if(channelGreen > 255)  
    {  
        channelGreen = 255;  
    }  
  
    if(channelGreen < 0)
```

```

{
    channelGreen = 0;
}

if(channelBlue > 255)
{
    channelBlue = 255;
}

if(channelBlue < 0)
{
    channelBlue = 0;
}

    totalColorChannel =
changetoIntColors(255,channelRed,channelGreen,channelBlue);

    finalColorScheme[x] =totalColorChannel;//record the color information
in the colorArray for future use        }

}

    leftColor = colorExtract(16711795); // A beautiful pink decimal value!
#ff0073

    rightColor = colorExtract(65420); // A beautiful mint decimal value!
#00ff8c

```

```
changeRedChannel = (rightColor[1] - leftColor[1])/(49);
```

```
changeGreenChannel = (rightColor[2] - leftColor[2])/(49);
```

```
changeBlueChannel = (rightColor[3] - leftColor[3])/(49);
```

```
channelRed = leftColor[1]; // Creates an array that starts the population of  
colors from the left side for the red Channel
```

```
channelGreen = leftColor[2]; // Creates an array that starts the population  
of colors from the left side for the green Channel
```

```
channelBlue = leftColor[3]; // Creates an array that starts the population  
of colors from the left side for the blue Channel
```

```
for(int x = 49; x < 100 ; x++)  
{
```

```
    channelRed = channelRed + changeRedChannel;
```

```
    channelGreen = channelGreen + changeGreenChannel;
```

```
    channelBlue = channelBlue + changeBlueChannel;
```

```
    if(channelRed > 255)
```

```
{  
    channelRed = 255;  
}
```

```
if(channelRed < 0)  
{  
    channelRed = 0;  
}
```

```
if(channelGreen > 255)  
{  
    channelGreen = 255;  
}
```

```
if(channelGreen < 0)  
{  
    channelGreen = 0;  
}
```

```
if(channelBlue > 255)  
{  
    channelBlue = 255;  
}
```

```
if(channelBlue < 0)
```



```
{  
    channelBlue = 0;  
}
```

```
totalColorChannel =  
changetoIntColors(255,channelRed,channelGreen,channelBlue);
```

```
finalColorScheme[x] =totalColorChannel;  
}
```

```
}
```

// Method that implements extracts the colors from the different bitmap
channel interpolations

```
private static double[] colorExtract(int ARGB_)
```

```
{
```

```
double[] colorExtractionArray;
```

```
colorExtractionArray = new double[4];
```

```
colorExtractionArray[0] = ARGB_>>>24;
```

```
colorExtractionArray[1] = (ARGB_<<8) >>> 24;
```

```
colorExtractionArray[2] = (ARGB_<<16)>>>24;
```

```
colorExtractionArray[3] = (ARGB_<<24)>>>24;
```

```
return (colorExtractionArray);
```

```
}
```

```
// Converts the extracted colors hexadecimal into the int colors
```

```
private int changetoIntColors(double alphaChannel, double redChannel, double  
greenChannel, double blueChannel)
```

```
{
```

```
    return (((int)alphaChannel)<<24) | (((int)redChannel)<<16) | ((int)  
(greenChannel)<<8) | ((int)blueChannel));
```

```
}
```

```
private double [] userMuPrompter()
```

```
{
```

```
    double [] varTemp = new double[2];
```

```
    double [] wrongInput = new double[2];
```

```
    wrongInput[0] = -100000;
```

```
    wrongInput[1] = 100000;
```

```
// Calls the methods that prompt the user for the real and imaginary inputs  
for Mu
```

```
String promptMuReal = JOptionPane.showInputDialog("Please input the  
desired real number for Mu [-2.0, 2.0]");
```

```
String promptMulmaginary = JOptionPane.showInputDialog("Please input the  
desired imaginary number for Mu [-1.5, 1.5]");
```

```
// Checks to see if the methods that were prompted are valid inputs
```

```
if(inputChecker(promptMuReal) && inputChecker(promptMulmaginary))  
{
```

```
    // Stores them in a temporary variable
```

```
    varTemp[0] = Double.parseDouble(promptMuReal);
```

```
    varTemp[1] = Double.parseDouble(promptMulmaginary);
```

```
    return varTemp;
```

```
}
```

```

        // If the prompts are empty, the program returns an error and exits

else if (promptMuReal == null || promptMulmaginary == null)
{

    System.exit(0);

    return wrongInput;

}

else
{
    // If not, we will prompt the user for the Mu

    return userMuPrompter();
}
}

private boolean inputChecker(String input_)
{

    try
    {
        double num = Double.parseDouble(input_);
    }
}

```

```
        if(num<-1000 || num > 1000)
        {
            JOptionPane.showMessageDialog(null, "Oop! Invalid Input", "alert",
JOptionPane.ERROR_MESSAGE);
            return false;
        }
        return true;
    }
```

```
    catch(NumberFormatException e)
    {

        JOptionPane.showMessageDialog(null, "Oops! Invalid Input", "alert",
JOptionPane.ERROR_MESSAGE);

        return false;
    }
}
```

```
protected BufferedImage newImageCreator(int newWidth,int newHeight)
{
```

```
    while (true)
    {
        if (newWidth < 0 || newHeight < 0)
```

```

        return null;

    try

    {

        BufferedImage img = new
BufferedImage(newWidth,newHeight,BufferedImage.TYPE_INT_RGB);

        return img;

    }

    catch (OutOfMemoryError err)

    {

        JOptionPane.showMessageDialog(this, "Oops! Memory error. Utilize
smaller image dimensions");

    }

}

}

}

public void updateImage(boolean mandelbrot_){

    double theNewR = panel.getUpperLeft().getX() * changeReal + firstR;

    double theNewRsecond = panel.getLowerRight().getX()* changeReal +
firstR;

    double theNewImaginary = panel.getUpperLeft().getY() * changelImaginary +
firstImaginary;

```

```
double theNewImagineSecond = panel.getLowerRight().getY() *  
changelmaginary + firstImagine;
```

```
firstR = theNewR;
```

```
secondR = theNewRsecond;
```

```
firstImagine = theNewImagine;
```

```
secondImagine = theNewImagineSecond;
```

```
if(mandelbrot_)
```

```
{
```

```
    // Calls the method for the mandelbrot
```

```
    mandelbrotImageMaker(firstR,firstImagine,secondR,secondImagine);
```

```
}
```

```
else
```

```
{
```

```
    // Calls the method for the Julia
```

```
    juliasetImageMaker(firstR, firstImagine, secondR,  
secondImagine,variable[0], variable[1]);
```

```
}
```

```
}
```

// When the Save image options is selected, the program shall prompt the user for the output file and save the current

// Mandelbrot or julia set image as a PNG file and a desired image name

```
public void saveTheImage()
```

```
{
```

```
    // Prompts the user to enter a desired file name
```

```
    String savingFileName = (String)JOptionPane.showInputDialog("Enter the  
desired name for the PNG file you'd like to save");
```

```
    // Saves the file as a png (portable network graphics)
```

```
    savingFileName += ".png";
```

```
    File outputFile = new File(savingFileName);
```

```
    try
```

```
    {
```

```
        javax.imageio.ImageIO.write( image, "png", outputFile );
```

```
    }
```

```
    catch ( IOException e )
```

```
    {
```

```
        JOptionPane.showMessageDialog( ImageFrame.this,
```

```
            "Error saving file",
```

```
            "oops!",
```

```
            JOptionPane.ERROR_MESSAGE );
```

```
    }
```


}

}