This lab does not have a narrative that leads you through every step. You will be tasked with completing code for which you may not have background knowledge or experience. Upon coming across something new, don’t panic. Just have some conversations, look things up and ask some questions. This is what professional software engineers do all the time.

Fauxtoshop is a program that applies cheesy visual effects to images. You will find the following:

classes\PictureExplorer.java: has a main function, takes care of buttons and events (which method is called when a client presses a button.

classes\Picture.java: defines a picture object and the methods to apply effects to the picture. This is where methods will be completed and created.

Add some school appropriate .jpg pictures of your own to the \images\ subfolder.

Compile and run PictureExplorer.java and try some of the buttons to apply effects. For any button that appears to do nothing, track down the blank method in Picture.java that is called by that button event, complete and test the method. You will need to familiarize yourself with the Picture object and its methods, and a means of traversing through a Picture one pixel at a time. Use the methods that are completed and working in Picture.java as inspiration.

Some methods might require a little discussion or research (like, What is an RGB color? What is the alpha-channel? How do you inverse a color? What defines a sepia tone? How do you correctly pronounce sepia tone?). You will encounter at least one (possibly many) tasks for which you may not immediately have background knowledge. Again, you have two options: 1) panic or 2) have some conversations or look things up.

After completing the methods for all buttons, come up with at least one idea of your own to manipulate a picture. Complete the method and add a button so that it can be tested in PictureExplorer.java