

SceneOne extends Scene

Instance Variables:

```
private ImageFilter[][] data;
```

Methods:

```
public void drawScene  
private void drawDanceImages
```

SceneTwo extends Scene

Instance Variables:

...

Methods:

```
private void showTitle  
private void playMusic() {
```

ImageFilter

Instance Variables:

```
Public String fileName
```

Methods:

```
public ImageFilter(String fileName)  
...
```

ImagePlus

Instance Variables:

```
private Pixel[][] pixels
```

Methods:

```
public ImagePlus(String fileName)  
public Pixel[][] getImagePixels()  
public Pixel[][] getPixelsFromImage()
```

