1)

def changeColor(img, amt, rgbNum):

if rgbNum ==1:#red

for px in getPixels(img):

setColor(px, makeColor(getRed(px)-(getRed(px)\*amt), getGreen(px), getBlue(px)))

elif rgbNum ==2:#green

for px in getPixels(img):

setColor(px, makeColor(getRed(px), getGreen(px)-(getGreen(px)\*amt), getBlue(px)))

elif rgbNum ==3:#blue

for px in getPixels(img):

setColor(px, makeColor(getRed(px), getGreen(px), getBlue(px)-(getBlue(px)\*amt)))

else:

print("That ain't right")

2)

def posterize8(img):

for px in getPixels(img):

newR = newG = newB = 0

if getRed(px) >= 100:

newR = 255

if getGreen(px) >= 100:

newG = 255

if getBlue(px) >= 100:

newB = 255

setColor(px, makeColor(newR, newG, newB))

3)

def border(img, w, col):

maxH = getHeight(p)

maxW = getWidth(p)

for px in getPixels(p):

if getY(px)>=0and getY(px)<=w:

setColor(px, col)

elif getY(px)>=maxH-w and getY(px)<=maxH:

setColor(px, col)

elif getX(px)>=0and getX(px)<=w:

setColor(px, col)

elif getX(px)>=maxW-w and getX(px)<=maxW:

setColor(px, col)

4)

def xyLine(img, col):

for px in getPixels(img):

if getX(px) == getY(px):

setColor(px, col)

#no need to overcomplicate things

5)

def quads(img, col):

for px in getPixels(img):

if getX(px)==getWidth(img)/2:

setColor(px, col)

elif getY(px)==getHeight(img)/2:

setColor(px, col)

6)

def cheesingIt(img, col):

addLine(img, 0, getHeight(img)-1, getWidth(img)-1, 0, col)

#didn't want to miss an opportunity to do this. sorry.

7)

def posterize3(img):

for px in getPixels(img):

newCol = ""

if getRed(px) > 180:

newCol = makeColor(255,0,0)

elif getGreen(px) > 180:

newCol = makeColor(0,255,0)

elif getBlue(px) > 180:

newCol = makeColor(0,0,255)

else:

newCol = makeColor(0,0,0)

setColor(px, newCol)

8)

def pinkify(img):

for px in getPixels(img):

if getRed(px)>100 and getGreen(px)>100 and getBlue(px)>100:

setColor(px, makeColor(255,192,203))

9)

def downUpRed(img):

for px in getPixels(img):

if getX(px) < getWidth(img)/2:

setColor(px, makeColor(getRed(px)/2, getGreen(px), getBlue(px)))

else:

setColor(px, makeColor(getRed(px)\*2, getGreen(px), getBlue(px)))

10)

def thirds(img):

for px in getPixels(img):

if getY(px) < getHeight(img)\*0.33:#top, lighter

setColor(px,makeColor(makeLighter(getColor(px))))

elif getY(px) < getHeight(img)\*0.66:#middle, decrease R and G

setColor(px, makeColor(getRed(px)-getRed(px)\*0.3, getGreen(px)-getGreen(px)\*0.3, getBlue(px)))

else:#bottom, negate

setColor(px, makeColor(255-getRed(px), 255-getGreen(px), 255-getBlue(px)))