

# Project 1 API

`function processBytes(bytes);`

- Input: a string of bytes from a .PPM file (image file)
- Output: none
- Function: reads a string of bytes (formatted from a .PPM file) and interprets the RGB values of each pixel as well as the dimensions of the image. Creates a table using the dimensions and RGB values.
- References: none

`function alertError(message);`

- Input: a string containing the error message
- Output: none
- Function: alerts the error message
- References: none

`function setColor(id);`

- Input: a string that is the id of the button
- Output: none
- Function: change the color of a “cell” button with the selected color using the color picker
- References: none

`function manualSetColor(id, hexColor);`

- Input: a string that is the id of the button, a string of a hex that describes the color
- Output: none
- Function: change the color of a “cell” button with the color specified in hex
- References: none

`function testManualSet();`

- Input: none
- Output: none
- Function: change the color of every other cells to black five times using `manualSetColor(id, hexColor)` function
- References: none

`function createTable(nbCols, nbRows);`

- Input: two integers, the number of rows and the number of columns

- Output: none
- Function: creates a table with the specified number of rows and columns
- References: none

`function resetTable();`

- Input: none
- Output: none
- Function: resets the table color to white with the number of rows and columns last specified
- References: none

`function makeFlower();`

- Input: none
- Output: none
- Function: draws the flower animation as described in the project description.
- References: none

`function makeTamu();`

- Input: none
- Output: none
- Function: draws the tamu logo animation as described in the project description.
- References: none

`function makeGodAmongMen();`

- Input: none
- Output: none
- Function: draws the custom animation as described in the project description.
- References: none

`function getPpmData();`

- Input: none
- Output: a string representing a .PPM file's bytes
- Function: grabs the RGB values of each cell and the table's width and height. Creates a .PPM image and returns it.
- References:  
<https://stackoverflow.com/questions/12355212/how-can-i-get-the-red-green-and-blue-values-from-an-rgb-rgba-string>

`function str2ab(str);`

- Input: a string
- Output: a Uint8Array
- Function: converts string to Uint8Array
- References:  
<https://developers.google.com/web/updates/2012/06/How-to-convert-ArrayBuffer-to-and-from-String>

`function download(data, filename, type);`

- Input: A string of bytes representing a .PPM file, a string for the name of the file, a string for the type of file (extension).
- Output: a .PPM file
- Function: creates .PPM image of artwork and downloads it.
- References:  
<https://stackoverflow.com/questions/13405129/javascript-create-and-save-file>