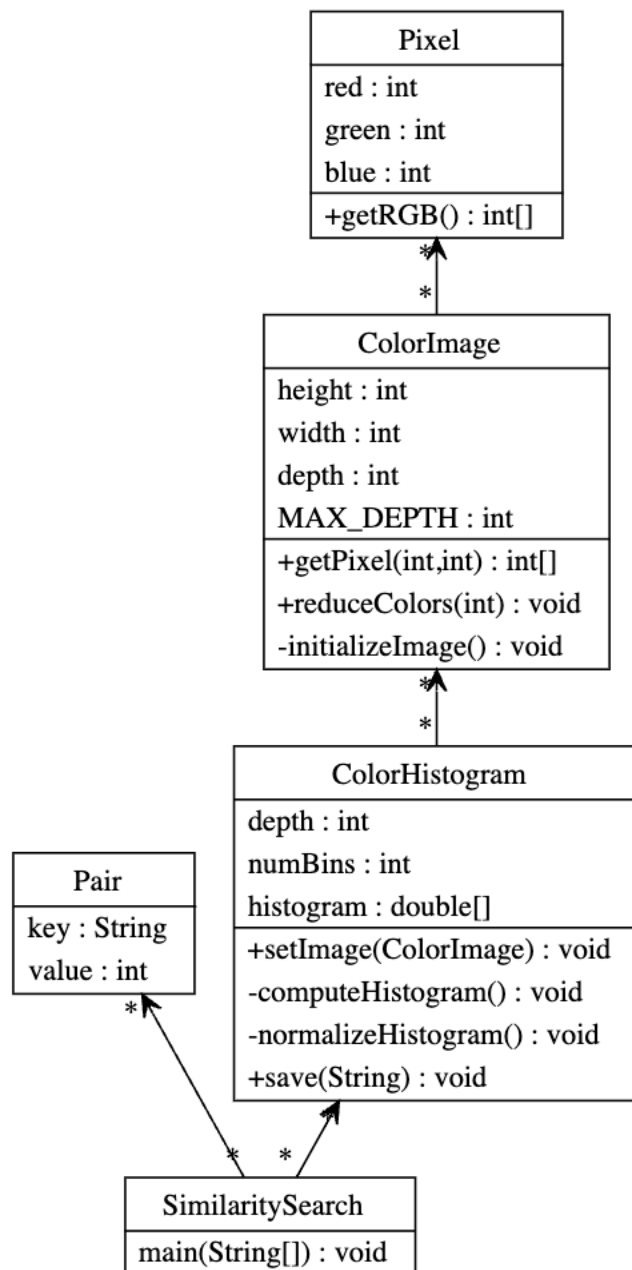


CSI 2120: Deliverable I

UML:



Array representation of Images:

I chose to create a *Pixel* object that stores the RGB values as instance variables. To store all the *Pixels*, I just created a 2D Array in the *ColorImage* class. This was the simplest solution and added a minimal layer of abstraction.