

Class Picture: Constructors

Picture()

Constructor that takes no arguments

Picture(int width, int height)

Constructor that takes the width and height

Picture(Picture copyPicture)

Constructor that takes a picture and creates a copy of that picture

Picture(String fileName)

Constructor that takes a file name and creates the picture

Class Picture

<i>Return type</i>	<i>Method name with parameters</i>
void	chromakey (Picture target, Color bgColor, int threshold, int targetX, int targetY) Method to do chromakey using an input color for the background and a point for the upper left corner of where to copy
void	compose (Picture target, int targetX, int targetY) Method to compose (copy) this picture onto a target picture at a given point.
Picture	copy () A method create a copy of the current picture and return it
Picture	flip () Method to flip a picture
void	grayscaleWithLuminance () Method to change the picture to gray scale with luminance
void	negate () Method to negate a picture
Picture	oilPaint (int dist) Method to do an oil paint effect on a picture
Picture	scale (double factor) Method to scale the picture by a factor, and return the result

Class Pixel

<i>Return type</i>	<i>Method name with parameters</i>
int	getBlue () Method to get the amount of blue at this pixel.
Color	getColor () Method to get a color object that represents the color at this pixel.
int	getGreen () Method to get the amount of green at this pixel.
int	getRed () Method to get the amount of red at this pixel.
int	getX () Method to get the x location of this pixel.
int	getY () Method to get the y location of this pixel.
void	setBlue (int value) Method to set the blue to a new blue value
void	setColor (Color newColor)

	Method to set the pixel color to the passed in color object.
void	setGreen (int value) Method to set the green to a new green value
void	setRed (int value) Method to set the red to a new red value

Class Sound

<i>Return type</i>	<i>Method name with parameters</i>
Sound	append (Sound appendSound) Return this sound appended with the input sound
void	delete (int start, int end) Delete from start to end in this sound
void	increaseVolume (double factor) Increase the volume of a sound
Sound	mix (Sound mixIn, double ratio) Mix the input sound with this sound, with percent ratio of input.
Sound	portion (int start, int end) Return part of a sound
Sound	reverse () Method to reverse a sound.
Sound	scale (double factor) Scale up or down a sound by the given factor (1.0 returns the same, 2.0 doubles the length, and 0.5 halves the length)

Class FrameSequencer: Constructor

FrameSequencer (String directory) Constructor that takes a directory name

Class FrameSequencer

<i>Return type</i>	<i>Method name with parameters</i>
void	addFrame (Picture picture) Method to add a picture to the frame sequence
int	getFrameNumber () Method to get the frame number
int	getNumFrames () Method to get the number of frames in this sequence
boolean	isShown () Method to check if the frame sequence is being shown
void	play (int framesPerSecond) Method to play the frames (pictures) added so far
void	replay (int framesPerSecond) Method to replay the movie
void	setDirectory (String dir) Method to set the directory to write the frames to
void	show () Method to show the frame sequence