CompSci 6
Programming Design and Analysis

January 26, 2006
Prof. Rodger
Announcements

• Read for next time Chap. 4.1-4.5
• Homework will be posted
• Reading Quiz for next time
Chap. 6 - if

- Condition – must be in ( )’s
- Body of if/else
  - 1 statement OR multiple stmts in { }’s
- Relational operators:
  \(== < > >= <= !=\)
- Logic operators:
  \&\&  ||  !
Comparing Strings and Objects

String one = "computer";
String two = "com" + one.substring(3,8);
String three = two;
String four = "science";

System.out.println(two);
if (one == two) // don’t do
    System.out.println("A");
if (two == three) // don’t do
    System.out.println("B");
Comparing Strings (cont)

if (one.equals(two))
    System.out.println("C");
if (two.equals(three))
    System.out.println("D");
if (one.compareTo(four) < 0)
    System.out.println("E");
Null and Objects

Chicken bird = null;
// bird = new Chicken("Pia", 5.2, 4.2);
if (bird != null)
    bird.eat(2.3);
What is an image?

- Lots of pixels
- Each pixel represents a color

One color RGB (45, 10, 67)
Classwork today - Images

• Read in an image.
• Modify transformColor method
  – Given a Color, create and return a new Color
  – See API for Color class
  – “Magically” transformation is applied to all pixels in the image
  – Image is transformed to new image
  – Darken darkens the image
public Color transformColor (Color current) {
    int red = current.getRed();
    int blue = current.getBlue();
    int yellow = current.getYellow();
    return new Color(red + 50, green, blue);
}