

## AP COMPUTER SCIENCE A – BUFFERED IMAGES – CLASS WORK

Using the file `ColorsStub.java` as starting point, write a program `Colors.java` which makes a “.png” image file consisting of nine colors. You will also need the class `ImageRW.java`. In any case, `ColorsStub.java` is as listed below.

```
import java.awt.image.BufferedImage;
/**/
public class Colors {
    /**/
    public static void main ( String [] arg ) {
        /**/
        int red, green, blue, magenta, yellow, cyan, white, grey, black;
        BufferedImage bi;
        /*
         * The basic colors in red, green, blue ( hex = 0xrrggbb ) format
         */
        red      = 0xff0000;
        green    = 0x00ff00;
        blue     = 0x0000ff;
        magenta  = red   + blue;           // adding colors with light
        yellow   = red   + green;         // as opposed to adding colors
        cyan     = green + blue;           // by pigment,
        white    = red + green + blue;     // i.e., by mixing paint
        grey     = 0x777777;
        black    = 0x000000;
        /*
         * Make a 300 x 300 BufferedImage using hex = 0xrrggbb
         */
        bi=new BufferedImage(300,300,BufferedImage.TYPE_INT_RGB);
        /*
         * Put code here to:
         *
         * Make an image looking like
         *
         *   red | magenta | white
         * -----+-----+-----
         * green | yellow  | grey
         * -----+-----+-----
         * blue  | cyan    | black
         *
         * Note:
         *
         * bi.setRGB ( int x, int y, int rgb ) will be useful
         */
        /*
         * Output the image to checkerboard.png
         */
        ImageRW.writeImage(bi,"checkerboard.png");
        /**/
        return;
    }
}
```

Show me your code and the resulting “.png” image.