Last time we saw that we can create an RGB color object by:

```
new Color( red, green, blue )
```

Select the red, green, and blue values you think we'd need to make these colors:
Encoding Color: RGB
Color "Closeness"

\[ \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2} \]

\[ \sqrt{(red_1 - red_2)^2 + (green_1 - green_2)^2 + (blue_1 - blue_2)^2} \]
Pixel consists of a Color: int red, green, blue
Picture
for loops "by hand" and "for-each"

Pixel[] pixels = this.getPixels();

for (int i = 0; i < pixels.length; i++)
{
    // ACT ON pixels[i]
}

for (Pixel pixel : pixels)
{
    // ACT ON pixel
}
Choosing a for-loop:

use "for each" if you are processing every pixel
Messages to Pictures

getPixel( int x, int y )
getPixels()

show()
repaint()

getWidth()
getHeight()

< new methods we added in class >

new Picture( String filename )
Messages to Pixels

getRed() setRed ( int value )
getGreen() setGreen( int value )
getBlue() setBlue ( int value )

getColor() setColor( Color newColor )

SOURCE: from a Picture --
getPixel( x, y )
getPixels()