

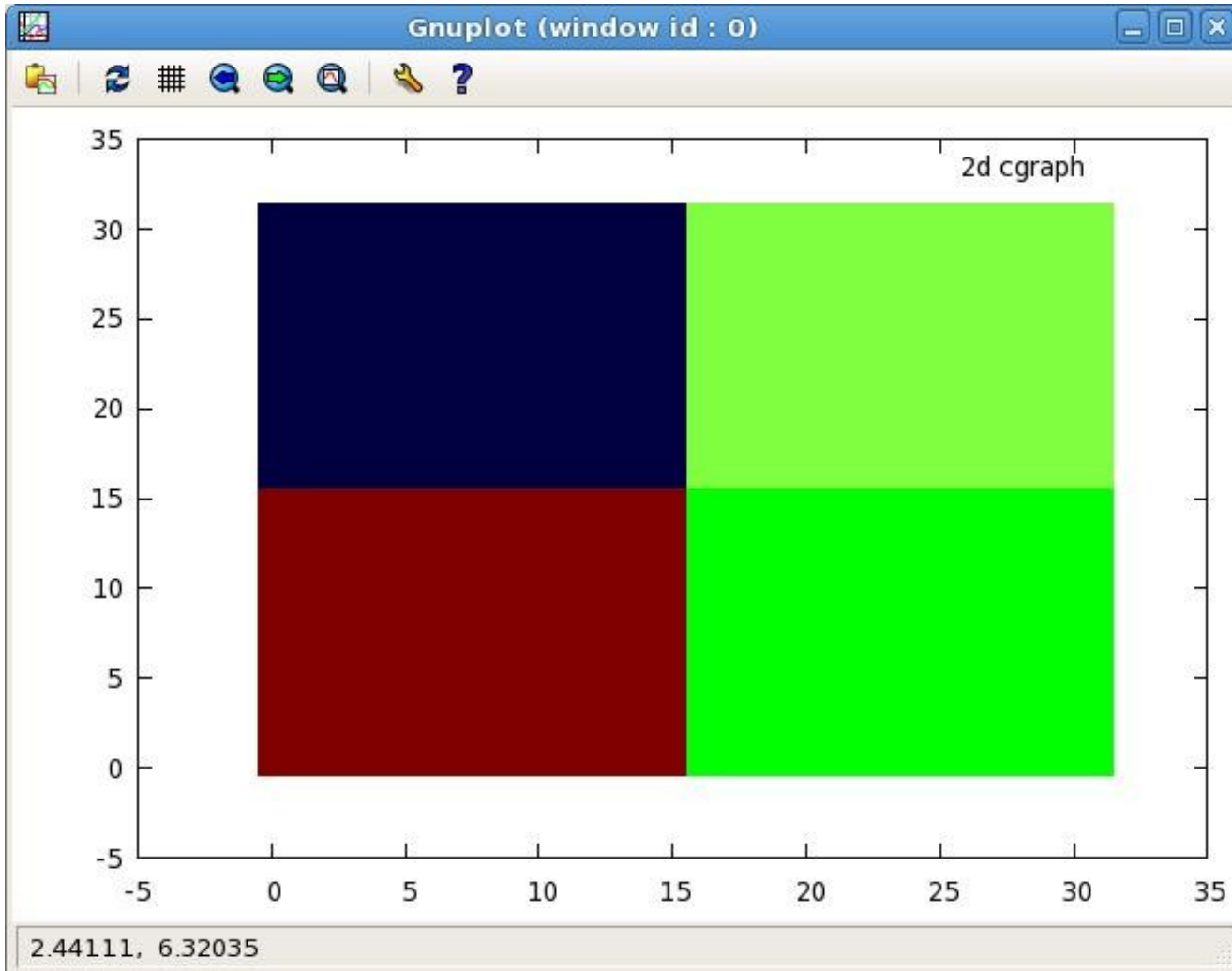
Building Programs Using Classes

- Top Down Design
 - Problem 1
 - An image class
 - gplot class revisited
 - Top Down Design for Problem 1
 - Problem 2

The Problem

- Write a program to draw a checkerboard pattern of red, green, and blue blocks with prescribed color values and a block which shows the color that results from combining the red, green, and blue values with their prescribed intensities.
- The program should read in the width and height of the blocks, the red, green, and blue intensities.

The Problem



Top Down Design

- Top level:
 - read in block width, height
 - rows =2, cols=2
 - for each row,
 - for each col
 - write the block in image
 - plot image

Top Down Design

- write block image:
 - determine block color
 - for each block row,
for each block col
write pixel color

The Class

- `gimage.h`

- ```
class gimage{
 friend class gplot;
 public:
 int width,height;
```

```
//allocate memory for a width x height image
gimage(int pwidth,int pheight);
```

```
//add/change a pixel with value c to the image at position (x,y) ;
void addpixel(int x, int y, unsigned char c[]);
```

```
//get the value of a pixel c[3] in the image at position (x,y);
void getpixel(int x, int y, unsigned char c[]);
```

```
private:
unsigned char *image;
};
```

# gplot class revisited

- `gplot.h`
- `/*Display picture store in image */  
void rgbimage(gimage image);`
- Image contains height and width, but these are private so gplot must be a friend class.

# Homework 7

## (Due Dec 1 before class)

- Design a program to draw 2d array of checkerboard patterns of red, green, and blue blocks with prescribed color values and a block which shows the color that results from combining the red, green, and blue values with their prescribed intensities.
- The program should read in the width and height of the blocks, the red, green, and blue intensities, and the number of horizontal and vertical blocks to be drawn.

# Exercise

