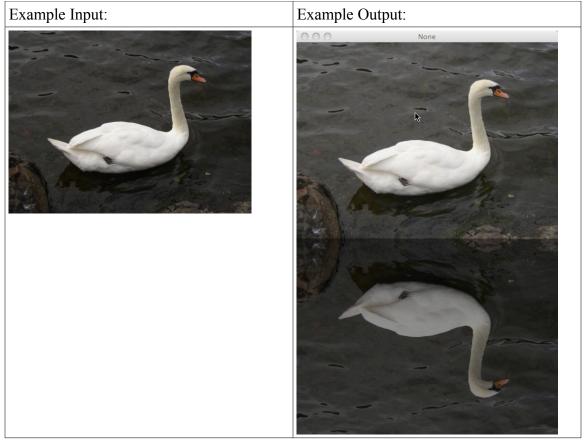
CS 1316 – Homework 2 – Mirror Image Due: Friday September 4th, 2009 before 6pm. Out of 100 points

This is an individual assignment. You may collaborate with other students in the class but your solutions must be your own. Collaboration means talking through problems, assisting with debugging, explaining a concept, etc. You should not exchange code or write code for others. Collaboration at a reasonable level will not result in substantially similar code.

Your assignment:

You want to mimic the effect of an image sitting on a black glossy tabletop. The image will be bright but the reflection will be dimmer. Create a class called MirrorImage that has a static "main" method, and a single static mirror(Picture) method that returns a picture. Your main method should ask the user to select an image, and then use the mirror() method to produce a mirrored version of the user selected image and show it to the user.



Grading Rubric:

| File named MirrorImage.java, includes names/email/collaboration statements | 10 pts |
|--|---------|
| main method: | |
| • asks user for an image | 10 pts |
| • runs mirror() on that image | 10 pts |
| • and shows the result | 10 pts |
| mirror method: | |
| • Creates & returns an image twice as high as the original | 10 pts |
| • Copies the original to the top of the output image | 10 pts |
| • Vertically mirrors (flips) original image into bottom half | 20 pts |
| • Darkens the "reflected" image | 20 pts |
| Total Possible: | 100 pts |
| Possible Extra Credit: | |
| Creates a "wavy" water effect: | 10 pts |
| Misc penalties: | |
| Does Not Compile: -100 pts | |
| Violates CS 1316 coding guidelines: -1 pt (each) |) |