

visual.statik.sampled

ImageFactory

```
+ImageFactory()  
+ImageFactory(finder : ResourceFinder)  
+createBufferedImage(image : Image, channels : int) : BufferedImage  
+createBufferedImage(fileName : String, channels : int) : BufferedImage
```

Use 3 channels for R,G,B and 4
channels for R,G,B,alpha

ContentFactory

```
+ContentFactory()  
+ContentFactory(finder : ResourceFinder)  
+createContent(image : Image) : Content  
+createContent(fileName : String, channels : int) : Content
```

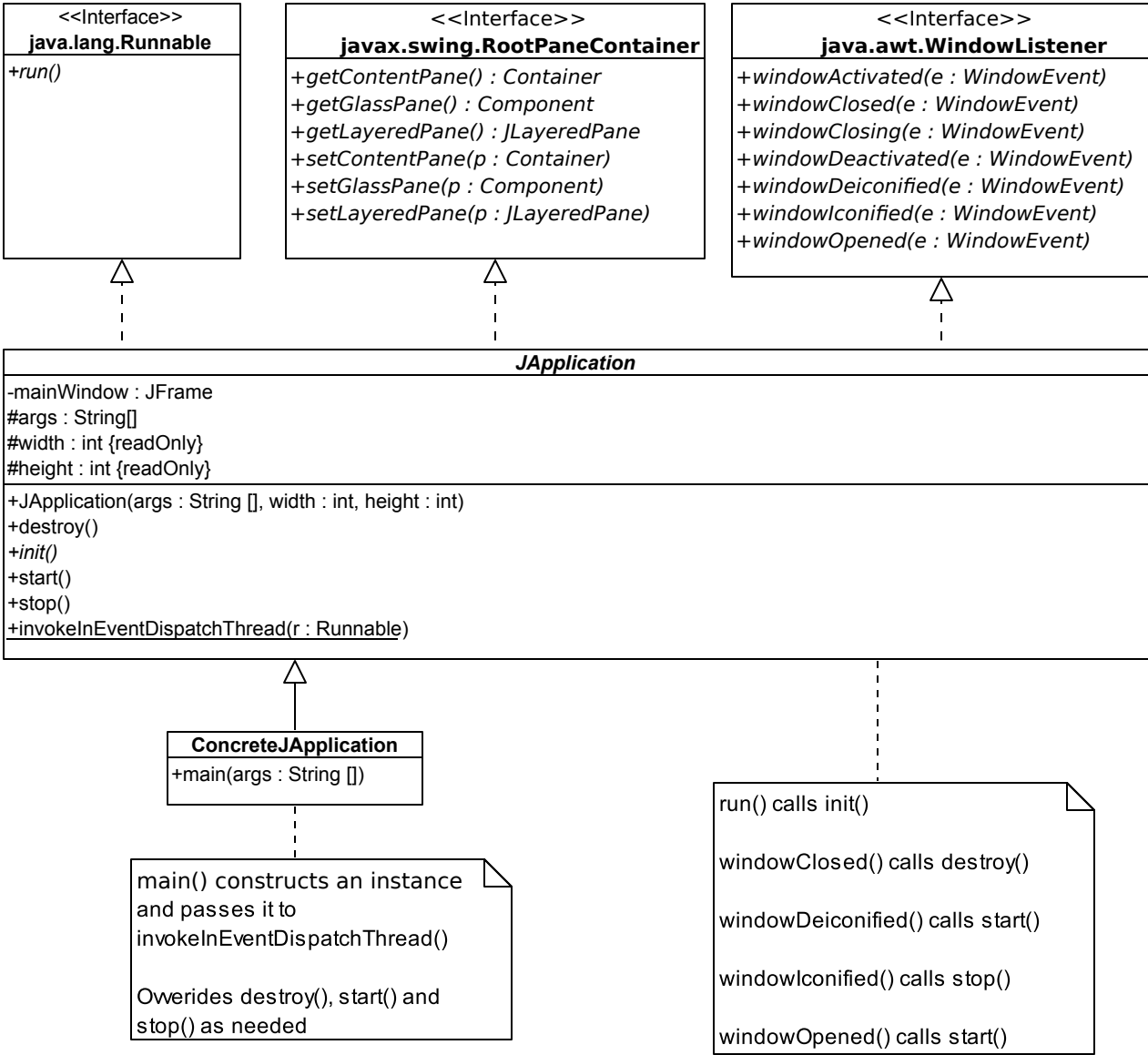
BufferedImageOpFactory

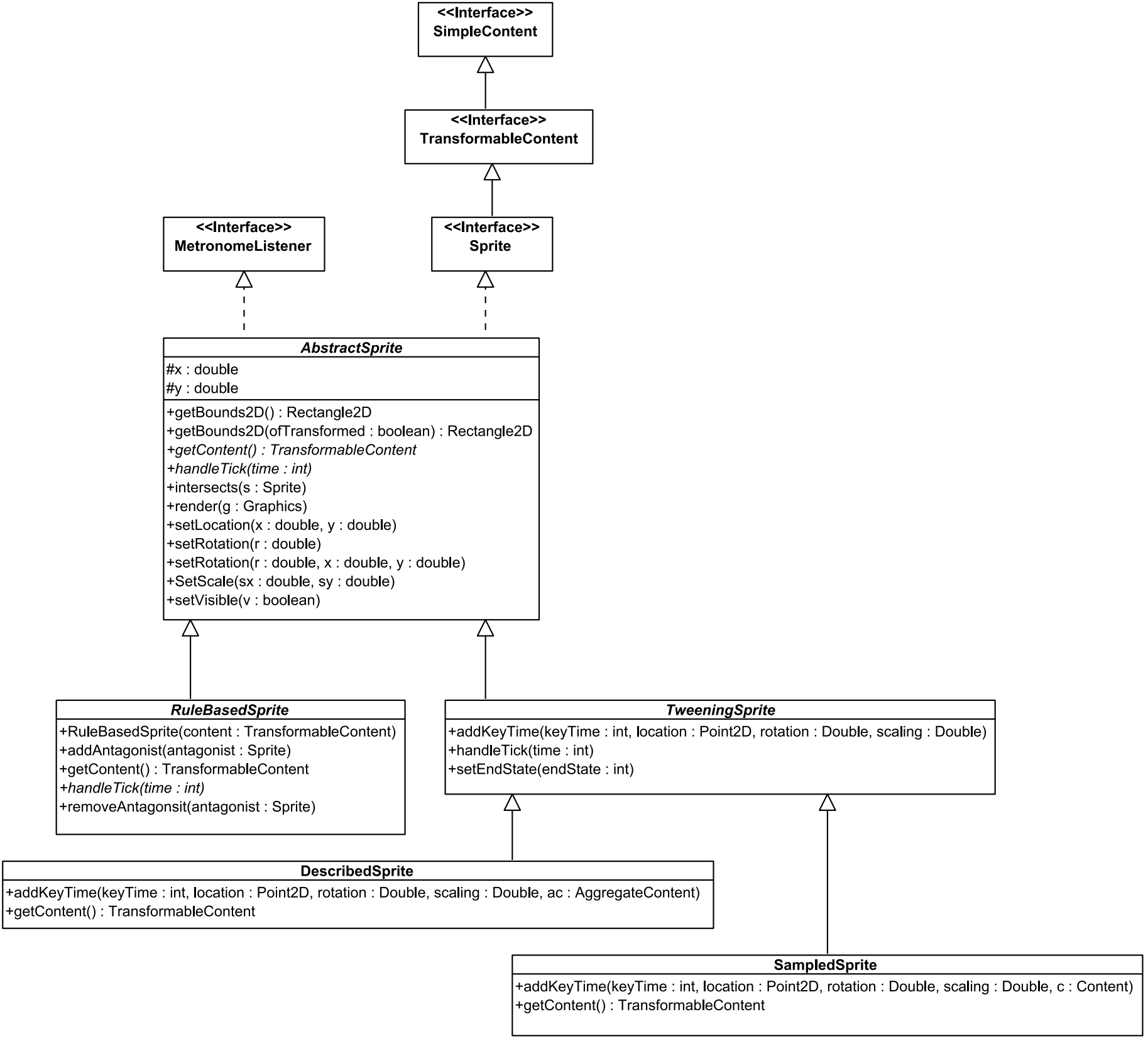
```
+createFactory() : BufferedImageOpFactory  
+createBlurOp(size : int) : ConvolveOp  
+createBrightenOp() : RescaleOp  
+createDarkenOp() : RescaleOp  
+createEdgeDetectionOp(size : int) : ConvolveOp  
+createEmbossOp(size : int)  
+createGrayOp() : ColorConvertOp  
+createIdentityOp(size : int) : ConvolveOp  
+createRotateOp(theta : double, width : double, height : double)  
+createRescaleOp(xScale : double, yScale : double)
```

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ResourceFinder

```
+createInstance() : ResourceFinder  
+createInstance(o : Object) : ResourceFinder  
+findInputStream(name : String) : InputStream  
+findURL(name : String) : URL  
+loadResourceNames(listName : String) : String
```





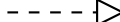
Visualization

```
+add(sc : SimpleContent)
+addKeyListener(kl : KeyListener)
+addMouseListener(ml : MouseListener)
+addMouseMotionListener(mml : MouseMotionListener)
+addView(v : VisualizationView)
+clear()
#createDefaultView() : VisualizationView
+getView() : VisualizationView
+getViews() : Iterator<VisualizationView>
+iterator() : Iterator<SimpleContent>
+remove(sc : SimpleContent)
+removeKeyListener(kl : KeyListener)
+removeMouseListener(ml : MouseListener)
+removeMouseMotionListener(mml : MouseMotionListener)
+removeView(view : VisualizationView)
+setBackground(color : Color)
+setView(View : VisualizationView)
+toBack(sc : SimpleContent)
+toFront(sc : SimpleContent)
```



Stage

```
+add(s : Sprite)
+getMetronome() : Metronome
+handleTick(time : int)
+remove(s : Sprite)
+setRestartTime(restartTime : int)
+start()
+stop()
```



<<Interface>>

MetronomeListener

