Making a Ball

- Adding a parametrized method “ball” to a class “Picture”
- Looping to get at many Pixels
- Our 2\textsuperscript{nd} if statement example: if a Pixel is in the ball then color it.
- Use of weighted average
- Method weAv that returns a (double) value.
- Method weAv is “static”
- Cast (int) required because truncating a double to an int LOSES INFORMATION.