

Challenges:

C1) Explore the “water.jpg” picture in the images folder. Notice the fish in the water. Write a method `fixUnderwater()` to modify the pixel colors to make the fish easier to see. Create a class method to test this new method in the class **PictureTester**. Be sure to call the new test method in the `main` method in **PictureTester**.

C2) Using the “beach.jpg” picture, create a watermark in the picture. The watermark can be a regular pattern, like a checkerboard, or a word or phrase, or even a different yet smaller picture in the picture.