

A.8 IMAGE MODULE

The module `image.py` which contains the `Image` class is available on the book website. The first table lists the functions in the `image` module.

<code>Image(width, height, [title = 'Title'])</code>	returns a new empty <code>Image</code> object with the given <code>width</code> and <code>height</code> ; optionally sets the <code>title</code> of the image window displayed by <code>show</code>
<code>Image(file = 'file.gif', [title = 'Title'])</code>	returns a new <code>Image</code> object containing the image in the given GIF file; optionally sets the <code>title</code> of the image window displayed by <code>show</code>
<code>mainloop()</code>	waits until all image windows have been closed, then quits the program

The second table lists the methods of the `Image` class.

<code>get(x, y)</code>	returns a tuple representing the RGB color of the pixel at coordinates <code>(x,y)</code> of the image
<code>height()</code>	returns the height of the image
<code>save(fileName)</code>	saves the image as a GIF file with the given <code>fileName</code>
<code>set(x, y, color)</code>	sets the color of the pixel at coordinates <code>(x,y)</code> of the image to <code>color</code> (a RGB tuple)
<code>show()</code>	displays the image in its own window
<code>width()</code>	returns the width of the image
<code>update()</code>	updates the image in its existing window
