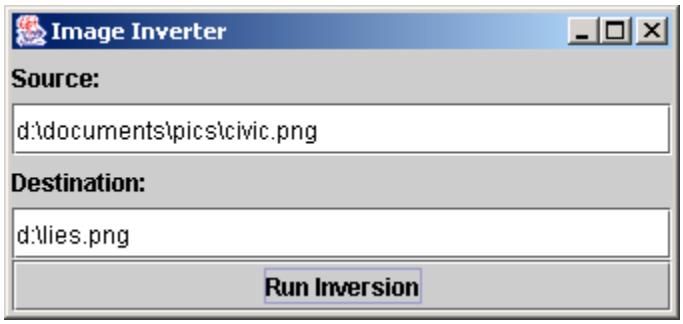
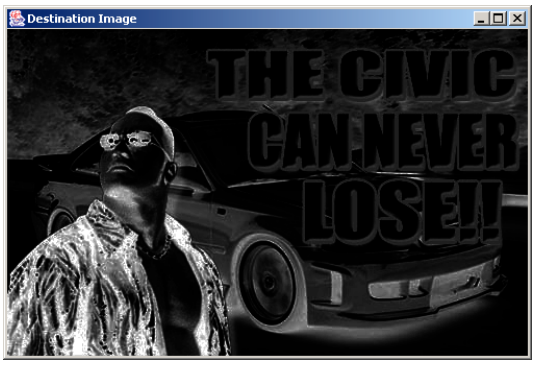
JAVA

For the *Java* implementation, one should use the *Makefile* to compile the *Invert* class and then use *java Invert* to run the program. Fill in both text fields with appropriate filenames and hit the *Run Inversion* button. I used JDK 1.4.1_01 on a *Windows* 2000 SP3 system. Here is an example screenshot.





IMAGEJ

For the *ImageJ* implementation, place the *SimpleInverter_.java* file in the *Plugins* folder, compile it, open *ImageJ*, open a file, and run the plugin from the *Plugin* menu. There is a PDF on writing plugins on the *ImageJ* page at *http://rsb.info.nih.gov/ij/* Note that for plugins to appear in the *ImageJ* menu, a "_" must be contained in the filename at least once.

C

For the C implementation, compile the system with the included *Makefile* and run the program with a text file as an argument. This portion was coded using *cygwin* under *Windows* 2000 SP3 and *gcc* 3.2 20020927. The text file should contain the source filename and the destination filename, i.e., run with *./invert test.txt* where *test.txt* contains:

source.pgm
dest.pgm