C.4.3 ByteProcessor (Class)

`ByteProcessor (Image img)`
Constructor method: creates a new `ByteProcessor` object from an 8-bit image *img* of type `java.awt.Image`.

`ByteProcessor (int width, int height)`
Constructor method: creates a blank `ByteProcessor` object of size *width* × *height*.

`ByteProcessor (int width, int height, byte[] pixels, ColorModel cm)`
Constructor method: creates a new `ByteProcessor` object of the specified size and the color model *cm* (of type `java.awt.image.ColorModel`), with the pixel values taken from the one-dimensional `byte` array *pixels*.

C.4.4 ColorProcessor (Class)

`ColorProcessor (Image img)`
Constructor method: creates a new `ColorProcessor` object from the RGB image *img* of type `java.awt.Image`.

`ColorProcessor (int width, int height)`
Constructor method: creates a blank `ColorProcessor` object of size *width* × *height*.

`ColorProcessor (int width, int height, int[] pixels)`
Constructor method: creates a new `ColorProcessor` object of the specified size with the pixel values taken from the one-dimensional `int` array *pixels*.

C.4.5 FloatProcessor (Class)

`FloatProcessor (float[][] pixels)`
Constructor method: creates a new `FloatProcessor` object from the two-dimensional `float` array *pixels*, which is assumed to store the image data as *pixels*`[u][v]` (i. e., in column-first order).

`FloatProcessor (int[][] pixels)`
Constructor method: creates a new `FloatProcessor` object from the two-dimensional `int` array *pixels*; otherwise the same as above.

`FloatProcessor (int width, int height)`
Constructor method: creates a blank `FloatProcessor` object of size *width* × *height*.

`FloatProcessor (int width, int height, double[] pixels)`
Constructor method: creates a new `FloatProcessor` object of the specified size with the pixel values taken from the one-dimensional `double` array *pixels*. The resulting image uses the default grayscale color model.