Section Handout #6: More Arrays and HashMaps

1. Image processing (Chapter 11, exercise 12, page 458)

Write a method `flipHorizontal` that works similarly to the `flipVertical` method presented in the chapter except that it reverses the picture in the horizontal dimension. Thus, if you had a `GImage` containing the image on the left (of Jan Vermeer’s *The Milkmaid*, c. 1659), calling `flipHorizontal` on that image would return a new `GImage` as shown on the right:

![Image reversal example](image.png)

2. Name Counts

Write a program that asks the user for a list of names (one per line) until the user enters a blank line (i.e., just hits return when asked for a name). At that point the program should print out how many times each name in the list was entered. You may find that using a `HashMap` to keep track of the information entered by user may greatly simplify this problem. A sample run of this program is shown below.

![Sample run of Name Counts](image.png)