























for  $a, b \in \mathbb{R}$ . This type of operator or library method was not available in the standard Java API until recently.<sup>2</sup> The following Java method implements the mod operation according to the definition in Eqn. (F.1):<sup>3</sup>

```
int Mod(int a, int b) {
    if (b == 0)
        return a;
    if (a * b >= 0 || a % b == 0) { ← error fixed!
        return a - b * (a / b);
    } else
        return a - b * (a / b - 1);
}
```

Note that the *remainder* operator `%`, defined as

$$a \% b \equiv a - b \cdot \text{truncate}(a/b), \quad \text{for } b \neq 0, \quad (\text{F.2})$$

is often used in this context, but yields the same results only for *positive* operands  $a \geq 0$  and  $b > 0$ . For example,

$$\begin{array}{rcl} 13 \bmod 4 = 1 & & 13 \% 4 = 1 \\ 13 \bmod -4 = -3 & & 13 \% -4 = 1 \\ -13 \bmod 4 = 3 & \text{vs.} & -13 \% 4 = -1 \\ -13 \bmod -4 = -1 & & -13 \% -4 = -1 \end{array}$$

### F.1.3 Unsigned Byte Data

Most grayscale and indexed images in Java and ImageJ are composed of pixels of type `byte`, and the same holds for the individual components of most color images. A single byte consists of eight bits and can thus represent  $2^8 = 256$  different bit patterns or values, usually mapped to the numeric range  $0, \dots, 255$ . Unfortunately, Java (unlike C and C++) does *not* provide a suitable “unsigned” 8-bit data type. The primitive Java type `byte` is “signed”, using one of its eight bits for the  $\pm$  sign, and is intended to hold values in the range  $-128, \dots, +127$ .

Java’s `byte` data can still be used to represent the values 0 to 255, but conversions must take place to perform proper arithmetic computations. For example, after execution of the statements

```
int a = 200;
byte b = (byte) p;
```

the variables `a` (32-bit `int`) and `b` (8-bit `byte`) contain the binary patterns

```
a = 000000000000000000000000011001000
b =                               11001000
```

Interpreted as a (signed) `byte` value, with the leftmost bit<sup>4</sup> as the sign bit, the variable `b` has the decimal value  $-56$ . Thus after the statement

<sup>2</sup> Starting with Java version 1.8 the mod operation (as defined in Eqn. (F.1)) is implemented by the standard method `Math.floorMod(a, b)`.

<sup>3</sup> The definition in Eqn. (F.1) is not restricted to integer operands.

<sup>4</sup> Java uses the standard “2s-complement” representation, where a sign bit = 1 stands for a negative value.