Color Table Class
A color table is an array of colors. It is useful for translating a single number in a range into a color, reliably.

We will use a color table to translate Julia set escape values into colors to create images.

Assignment
Create a class named `Color` and one named `ColorTable`. These classes must have the methods listed below, with the specified behaviors.

Programming Requirements
Your `Color` class must store the following data.

- The integer representation of red, green and blue channels of a color.

Your `Color` class must have the following methods.

Constructors and Getters
- `Color( )`; Sets all color channels to value 0.
- `Color( const int& red, const int& green, const int& blue )`; Sets the color channels to the values provided here. No range checking is applied.
- `int getRed( ) const`; Returns the value of the red channel.
- `int getGreen( ) const`; Returns the value of the green channel.
- `int getBlue( ) const`; Returns the value of the blue channel.
- `int getChannel( const int& channel ) const`; Returns the value of the `channel`th channel. 0 == red, 1 == green, 2 == blue. Returns -1 if the channel is out of range.

Setters
- `void setRed( const int& value )`; Changes the red channel to `value`. If `value` is less than 0, do not make any changes.
- `void setGreen( const int& value )`; Changes the green channel to `value`. If `value` is less than 0, do not make any changes.
- `void setBlue( const int& value )`; Changes the blue channel to `value`. If `value` is less than 0, do not make any changes.
- `void setChannel( const int& channel, const int& value )`; Changes the `channel`th channel to `value`. If `value` is less than 0, do not make any changes. 0 == red, 1 == green, 2 == blue. Does not make changes if `channel` is out of range.

Other Methods
- `void invert( const int& max_color_value )`; Inverts the red, green and blue channels, using `max_color_value`. If `max_color_value` is less than any of the current color channels (red, green or blue), then make no changes.
- `bool operator==( const Color& rhs ) const`; Returns `true` if `*this` and `rhs` have the same color values. Otherwise, returns `false`.

Your `ColorTable` class must store the following data.

- A linear collection of `Color`

Your `ColorTable` class must have the following methods.

Constructor and Getters
- `ColorTable( const size_t& num_color )`; Sizes the `Color` collection to `num_color` items.
- `size_t getNumberOfColors( ) const`; Returns the number of `Color`'s stored.

Setters
- **void setNumberOfColors( const size_t& num_color );** Resizes the collection to hold `num_color` items. Previous `Color` contents may or may not be preserved.

**Operators**

- **const Color& operator[] ( const int& i ) const;** Returns the i\textsuperscript{th} `Color` in the collection. If i is out of range, returns a static memory `Color` object with all three channels set to -1.

- **Color& operator[] ( const int& i );** Returns the i\textsuperscript{th} `Color` in the collection. If i is out of range, returns a static memory `Color` object with all three channels set to -1.

**Other Methods**

- **void setRandomColor( const int& max_color_value, const size_t& position );** Assigns the position\textsuperscript{th} color random values for all three channels. The random values are between 0 and max\textsuperscript{color_value}, inclusive. If position is out of range, no change is made. If max\textsuperscript{color_value} is less than 0, no change is made.

- **void insertGradient( const Color& color1, const Color& color2, const size_t& position1, const size_t& position2 );** Change the colors from position1 to position2, inclusive, to be gradients from color1 to color2. If position1 is not less than position2, no change is made.

**Additional Documentation**

- Consider using the `std::vector` class template.

**Show Off Your Work**

To receive credit for this assignment, you must complete the unit tests available in CodeGrinder.