Use the following code to convert an iteration count to a color. The method takes two integers (the iteration count for that point and the maximum iteration limit) and returns a Color object.

```
public static Color blueGreenYellow (int x, int maxIter) {

        int red = 0;
        int green = 0;
        int blue = 0;

        if (x==maxIter) {
                return new Color (0,0,0);
        }

        int hash = 32;
        int halfhash = hash/2;

        x = x % hash;

        if (x>=0 && x<=halfhash) {
                green = 256/halfhash * x;
                blue = 256 - 256/halfhash * x;
        } else {
                red = 256/halfhash * (x-halfhash);
                green = 255;
        }


        if (red>255) red = 255;
        if (green>255) green = 255;
        if (blue>255) blue = 255;
        return new Color(red,green,blue);

    }
```

You can change the value of `hash` to some other integer for a slightly different effect. Increasing it will cause subtler changes in colors between iteration counts, and decreasing it will cause harsher changes in colors.