

Bitmap Project

For this assignment you should:

1. Add the following for methods to the Image struct:
 - a. FlipVertically
 - b. Rotate90
 - c. Rotate180
 - d. Rotate270
2. Modify the “main” part of the program to have a menu that asks the user which operation they would like to perform. The user should be able to select multiple options. Each time an option is selected the menu should be displayed again. Only save the image after the user decides to Exit the program.
 - a. Invert Colors
 - b. Flip Horizontal
 - c. Flip Vertical
 - d. Rotate 90
 - e. Rotate 180
 - f. Rotate 270
 - g. Exit
3. Work independently of other students. You may ask other students about logic and discuss it on paper or a white board. Do not share code in any way.

You may start with the code that is posted at:

<http://www.harding.edu/dsteil/170/Class%20Resources/Daily%20Notes/2014S/2014-04-23%20ImageStarter.zip>