

Bitmap Assignment – Final Version – Creative Option

Tasks:

1. Write a “creative” image to a bitmap file. The image may be a flag, words, characters, team logos, club symbols, or any other appropriate image.
2. The image may not be N rectangular solid colors combined (unless you get approval from the instructor beforehand).
3. I’m expecting an image of the caliber given in the American flag example below.
4. Write the image to a new file. Ask the user for the filename to write to.

Example of American flag by Kevin Jensen in 2006.

[AmericanFlag-KevinJensen.cpp](#)

[Flag.bmp](#)