

Bitmap Lab - Part 3

Goals:

- Make more progress towards completing the final project.

Assumptions:

- You have completed the previous two bitmap labs. The following tasks should be added to your previous bitmap lab.
- Your program should already have structs for the FileHeader, ImageHeader, Pixel and Image.
- Your program should already be prompting the user for a bitmap file name, opening the file, reading the file headers and pixels into a dynamic array of Pixel.

Tasks:

- Add a menu to your assignment with options 1-11 as seen in the final bitmap assignment.
- Get menu selection input from the user (an integer).
- Add the syntax to your program that will determine what the program does with the integer input (a switch statement would be appropriate here).
 - If the number is not between 1 and 11 the user should receive a polite error message.
 - If the number is between 1 and 11 have cases prepared to call functions for that functionality.
- Implement functionality for options 1 and 11.
 - 1 – display file headers
 - 11 – write to output file
 - Be sure to ask for a new file name.
 - For now it should just write the same file you read.