

main()

do-while loop, a bunch of switch-statements mixed in with function calls, pretty much in the order below. User prompts should be in the menu functions and such, not in the main.

mainMenu()

Display options (load, display, edit, exit) to screen & return user choice.

importPic()

Get the "picture" from the file & check that all of the characters are correct.

check()

If any issues with picture format (once it's in the array), display error message to screen. Doubles as the failsafe to ensure the user loads a picture.

displayPic()

Nested for-loops to run a printf function on each character. Have a printf with an newline character after both for-loops.

editMenu()

Display the edit options (crop, dim, brighten) to screen & return user choice.

cropPic()

Display image with added numbers on the edges (1 thru size) with nested for-loops. Ask the user for the corners they'd like to contain, save in variables to use as constraints. Subtract rowCrop1 from rowCrop2 (and the same for columns) to find the dimensions of the crop. In another array, create the smaller copy with some more nested for-loops.

dimPic()

Nested for-loops! And a switch statement that "subtracts" from the brightness by altering which character is stored at that memory address in the array. If a character is already at the max dimness, keep it the same.

brightenPic()

Same deal as dimPic() but in the opposite direction.

saveImage()

Prompt user for a file name & in write mode, save the info from the edited array to that file.