Design Document
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Data
Image files - 2D arrays in order to get the image
File pointers - files to save

Background information
Will give the user options on the image they would like to display and afterwards they have the option to edit, save, and generate new images

Functions
main ()
Data: Menu and switch staments
Functionality: Users will utilize the menu option provided written with switch and if statements to allow the user to decide if they want to load, edit, and/ or display the image.

loadimage()
Input parameters: Entering file names, reading images and scanning images
Returned output: the image and the file
Functionality: helps to load the actual image for the user

displayimage ()
input parameters: if statement, printf statement, switch statements containing the different cases
Returned Output: In the case the size is equal or less then 0 it will say no image. If greater than, its going to take the image and render the different pixels and switch them accordingly
Functionality: When the images break down and the pixels get translated to the table provided

editimage ()
input parameters: given another menu in order to edit. Printf, scanf, and if and switch cases will be used.
Returned Output: Going to ask what they want to do to the image and will open that option
Functionality: Breaks down the several ways to edit an image such as crop, dim, and save

cropimage()
input parameters: Will ask how many pixels they want to remove and will remove accordingly
Returned Output: It will crop and save

Functionality: To cut down on the pixels in the image specified

dimimage()
input parameters: It will ask how dim to dim it
Returned Output: It will lower the associated gray scale on it and will dim it
Functionality: To dim and save image

brightenimage()
Similar to dimimage() but the opposite

saveimage()
input parameters: Ask which file to put it in and will do so
Returned Output: Save the image to the file
Functionality: To save files to be able to utilize them later