

A binary image (black and white) is represented as a 2D array of booleans (or integers {0,1}) an example of a small 2D image is shown below:

0	0	0	0	0	0	0	1
0	0	0	0	0	0	1	1
0	0	0	0	0	1	1	1
1	0	0	0	1	1	1	0
1	1	0	1	1	1	0	0
1	1	1	1	1	0	0	0
1	1	1	1	0	0	0	0
0	1	1	0	0	0	0	0

The image above is already stored in the picture as the following:

```

8 8
0 0 0 0 0 0 0 1
0 0 0 0 0 0 1 1
0 0 0 0 0 1 1 1
1 0 0 0 1 1 1 0
1 1 0 1 1 1 0 0
1 1 1 1 1 0 0 0
1 1 1 1 0 0 0 0
0 1 1 0 0 0 0 0

```

where the first value is the number of rows, the second value is the number of columns, the following values are the content of the 2D image.

Part I:

- Write a function that takes the file name as input, then read it, save it into a 2D array/vector/list, and return it to the caller.
- Write a function that takes the 2D image as an input, along with any required metadata, then display it to the user, by printing 0 as space and printing 1 as #.

The file content should be displayed by your program as the following:



Part2:

Write a function to down-sample the 2D array by 1/2 in both the number of rows and columns; The resulting image will have 1/2 of the number of rows and 1/2 of the number of columns, every 4 values in the original image will result in 1 value in the resulting image, if at least 2 values were 1s, the resulting value will be 1, otherwise the result will be 0, for the tick example, the original 2D image is:

0	0	0	0	0	0	0	1
0	0	0	0	0	0	1	1
0	0	0	0	0	1	1	1
1	0	0	0	1	1	1	0
1	1	0	1	1	1	0	0
1	1	1	1	1	0	0	0
1	1	1	1	0	0	0	0
0	1	1	0	0	0	0	0

Will produce the following 2D image:

0	0	0	1
0	0	1	1
1	1	1	0
1	1	0	0

Take a look at the highlighted cells in the original and the down-sampled image.

Your final program should work with any image file regardless of the size (rows and cols), sample runs are given below for the two images (tick and smiley)

