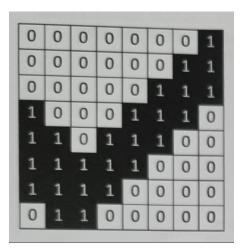
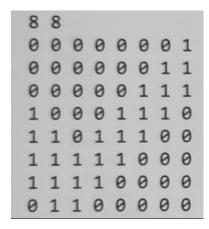
A binary image (black and white) is represented as a 2D array of booleans (or integers {0,1}) an example of a small 2D image is shown below:



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



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 1:

- 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)

