1bpp PCX images

Create files `pcx.h` and `pcx.cpp` that allow to use the following function declaration:

```
1. bool load_pcx(const std::string& filename, mat<uint8_t>& img);
```

The definition of template `class mat<T>` is given in the attached `mat.h` file.

The function should open the **1 bpp PCX** file specified by `filename`, read its data and store it in the 8 bit per pixel matrix. Notice that every (decompressed) byte of the PCX image will produce 8 pixels in `img`. If a bit is 0, the corresponding pixel shall have value 0, if a bit is 1, the corresponding pixel shall have value 255.