

# BMP a 4 bit per pixel

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Write a C++ command line program that accepts the following options:

```
1. bmp2pam <input file .BMP> <output file .PAM>
```

The program must manage the command line, load a file in BMP format and save it in PAM format.

The program must support BMPs at 4 bits per pixel. These have a color table and contain for each byte two 4-bit indexes pointing to a color in the color table to be used for each of the two adjacent pixels (test with `rana04.bmp`).