

Convert PBM

[Submit Solution](#)

Create the `pbm.h` and `pbm.cpp` files that allow you to use the following classes:

```
1. struct BinaryImage{
2.     int W;
3.     int H;
4.     std::vector<uint8_t> ImageData;
5. };
6.
7. struct Image{
8.     int W;
9.     int H;
10.    std::vector<uint8_t> ImageData;
11. };
```

and the function:

```
1. Image BinaryImageToImage(const BinaryImage& bimg);
```

The function must convert a `BinaryImage` into an `Image` that is a 1-byte per pixel image. The new `Image` must be returned as output. Each pixel of the image will be `0` if black, `255` otherwise.

You can extend both classes as you prefer.