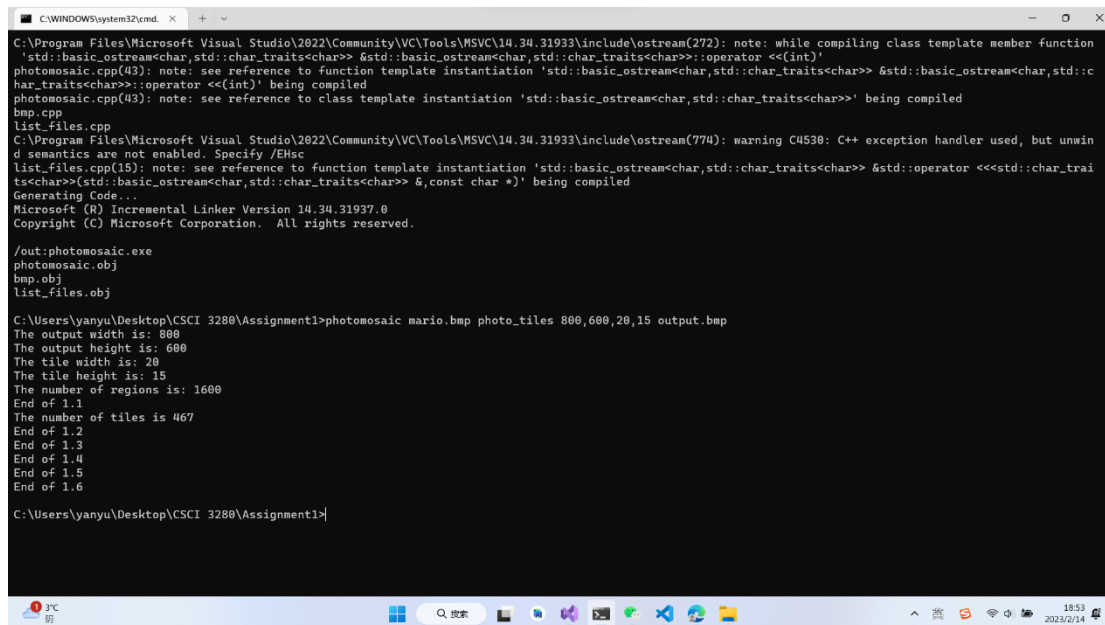


I didn't do the enhancement part since it is way too time-consuming for me even to finish the basic part only.

Here are two pictures showing the command line I use and the output of my program.

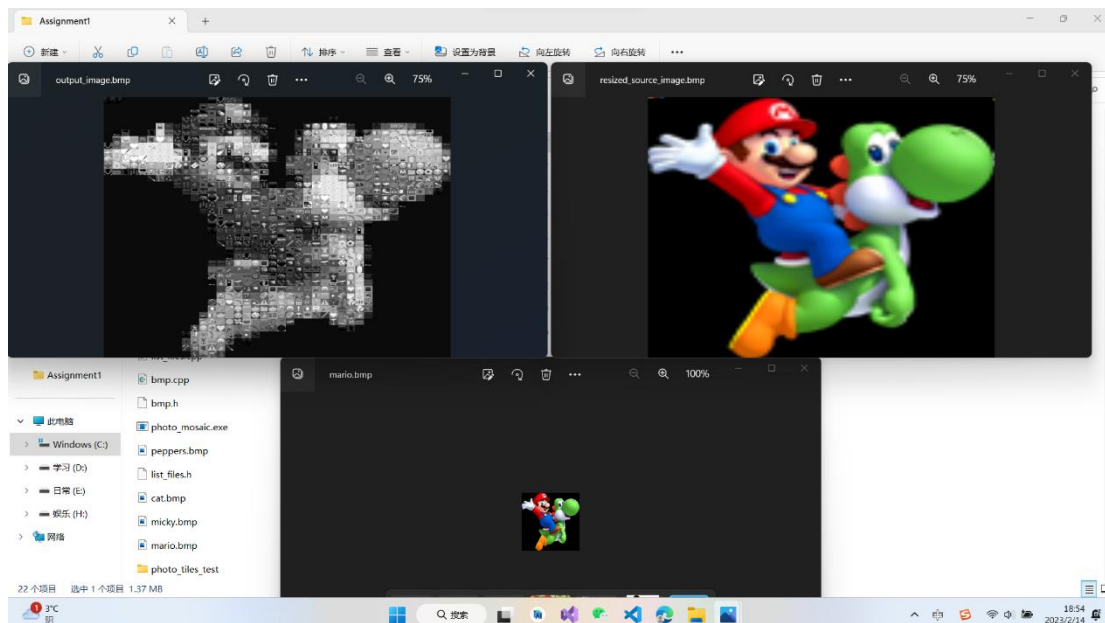


```
C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.34.31933\include\ostream(272): note: while compiling class template member function
'std::basic_ostream<char, std::char_traits<char>> &std::basic_ostream<char, std::char_traits<char>>::operator <<(int)'
photomosaic.cpp(43): note: see reference to function template instantiation 'std::basic_ostream<char, std::char_traits<char>> &std::basic_ostream<char, std::c
har_traits<char>>::operator <<(int)' being compiled
photomosaic.cpp(43): note: see reference to class template instantiation 'std::basic_ostream<char, std::char_traits<char>>' being compiled
bmp.cpp
list_files.cpp
C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.34.31933\include\ostream(774): warning C4530: C++ exception handler used, but unwind
 semantics are not enabled. Specify /EHsc
list_files.cpp(15): note: see reference to function template instantiation 'std::basic_ostream<char, std::char_traits<char>> &std::operator <<(std::char_trai
ts<char>>(std::basic_ostream<char, std::char_traits<char>> &, const char *)' being compiled
Generating Code...
Microsoft (R) Incremental Linker Version 14.34.31937.0
Copyright (C) Microsoft Corporation. All rights reserved.

/out:photomosaic.exe
photomosaic.obj
bmp.obj
list_files.obj

C:\Users\yanyu\Desktop\CSCI 3280\Assignment1>photomosaic mario.bmp photo_tiles 800,600,20,15 output.bmp
The output width is: 800
The output height is: 600
The tile width is: 20
The tile height is: 15
The number of regions is: 1600
End of 1.1
The number of tiles is 467
End of 1.2
End of 1.3
End of 1.4
End of 1.5
End of 1.6

C:\Users\yanyu\Desktop\CSCI 3280\Assignment1>
```



During the developing process, I have use resources from stackoverflow, google, chatGPT and github.