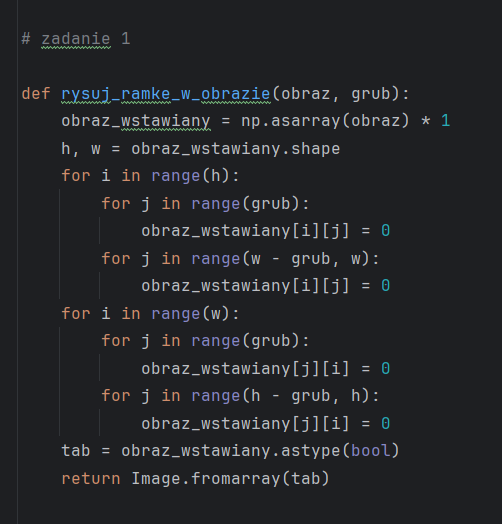
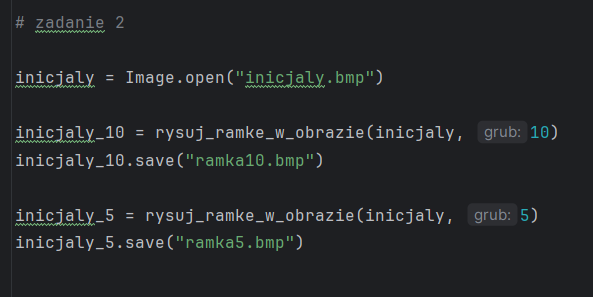
Jakub Pisarski

Zadanie 1



Kod

Zadanie 2



Kod

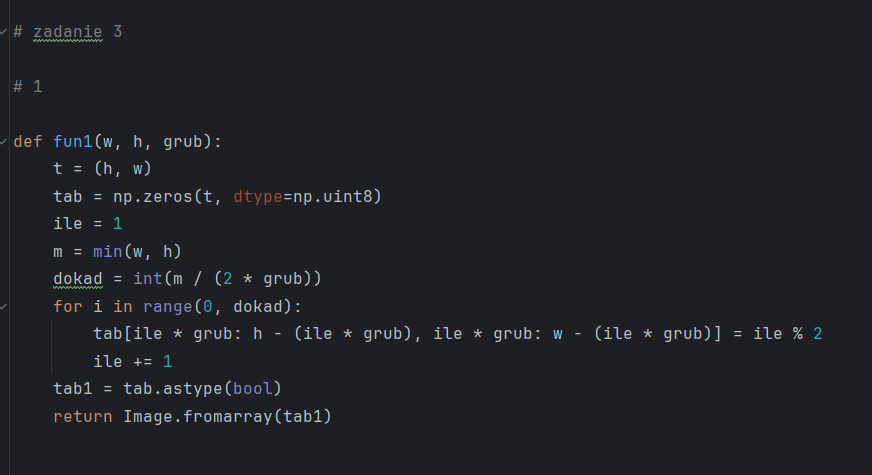
Wyniki:



inicjały.bmp ramka10.bmp ramka5.bmp

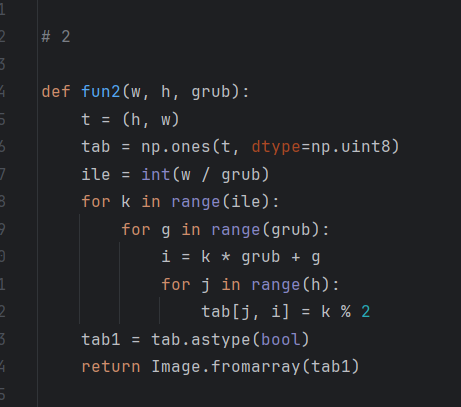
Zadanie 3

1



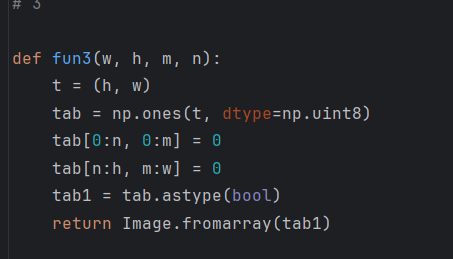
Kod

2



Kod

3



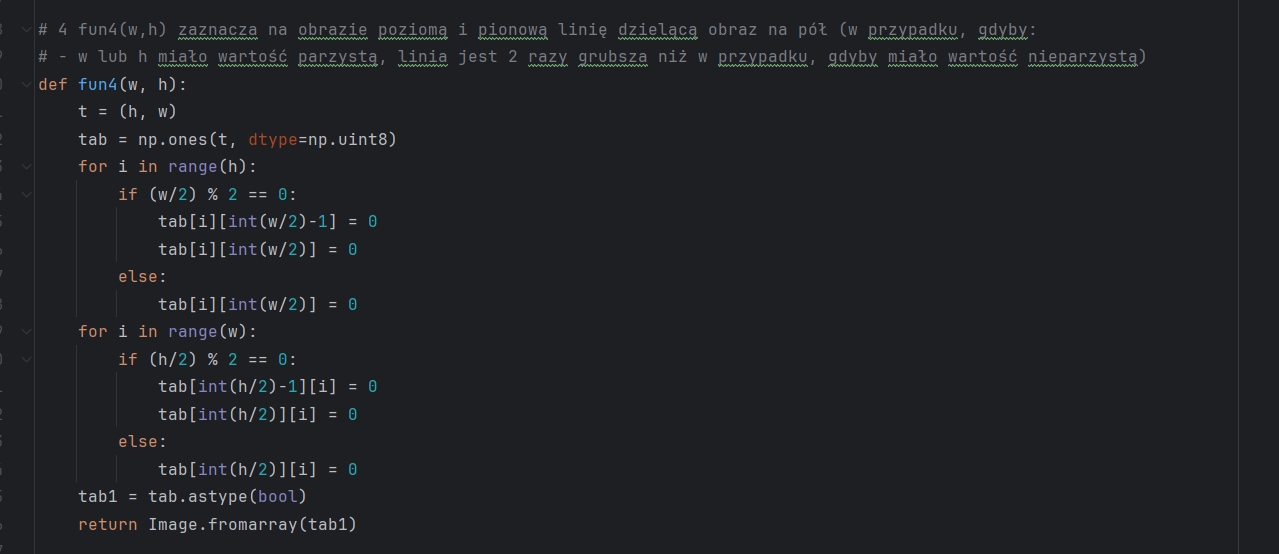
Kod

4

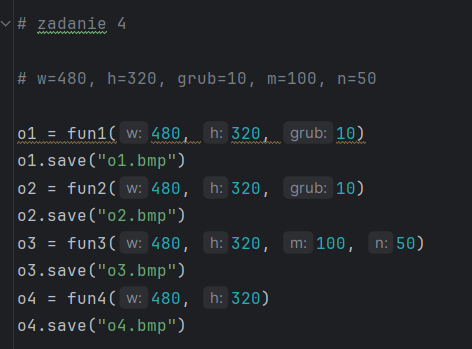
fun4(w, h) zaznacza na obrazie o wymiarach w x h poziomą i pionową linię dzielącą obraz na pół (w przypadku, gdyby:

- w lub h miało wartość parzystą, linia jest 2 razy grubsza niż w przypadku,

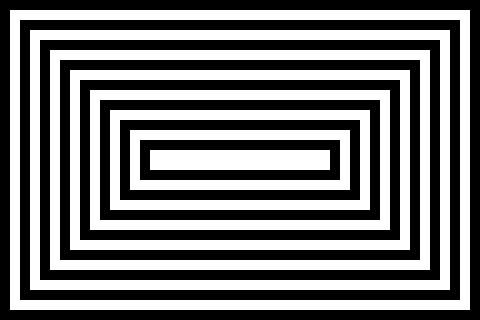
gdyby miało wartość nieparzystą)



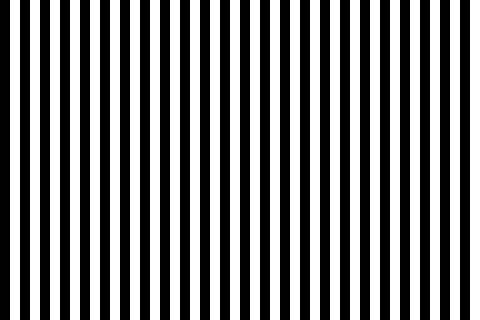
Zadanie 4



Kod



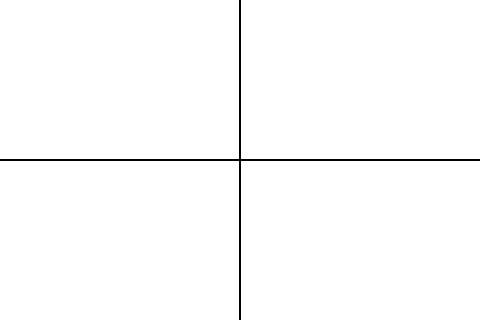
o1.bmp



o2.bmp



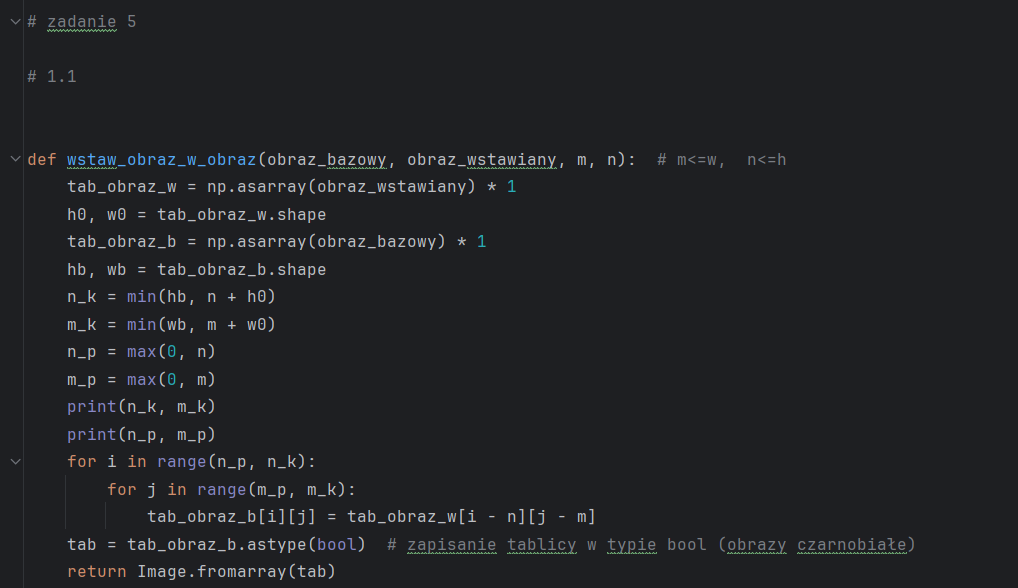
o3.bmp



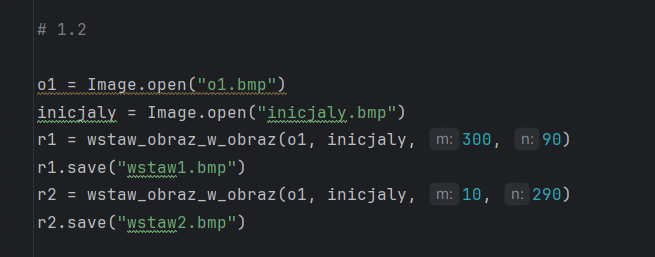
o4.bmp

Zadanie 5

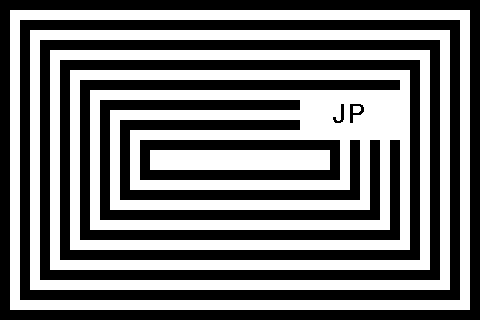
1.1

Kod

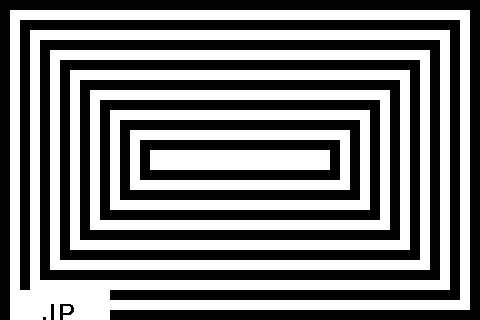
1.2



Kod



wstaw1.bmp



wstaw2.bmp