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CLASS:- B.E - 4
ROLL NO:- 04
BATCH:- A

EXPERIMENT 2

SOURCE CODE:

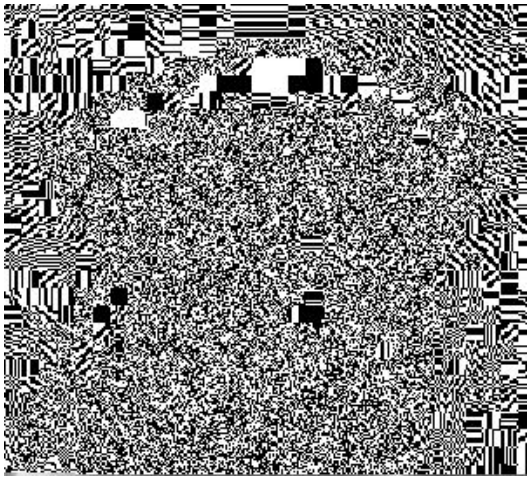
```
#include <stdio.h>
#include <conio.h>
#include<math.h>
void main()
{
   FILE *in, *out1, *out2, *out3, *out4, *out5, *out6, *out7, *out8;
   int i,j,k,m4,x1,x2,y1,y2;
   double m,m1,m2,m3;
   int binaryNum[8];
   clrscr();
   in = fopen("test1.BMP", "rb+");
   out1 = fopen("TES1.BMP", "wb+");
   out2 = fopen("TES2.BMP", "wb+");
   out3 = fopen("TES3.BMP", "wb+");
   out4 = fopen("TES4.BMP", "wb+");
   out5 = fopen("TES5.BMP", "wb+");
   out6 = fopen("TES6.BMP", "wb+");
   out7 = fopen("TES7.BMP", "wb+");
   out8 = fopen("TES8.BMP", "wb+");

   for(i=0;i<1078;i++)
   {
     j=fgetc(in);
     fputc(j,out1);
    fputc(j,out2);
     fputc(j,out3);
     fputc(j,out4);
     fputc(j,out5);
     fputc(j,out6);
     fputc(j,out7);
     fputc(j,out8);
    }
   while (!feof(in))
   {
     k=fgetc(in);
        // array to store binary number
    for(i=0;i<8;i++)
    {
     binaryNum[i]=0;
    }
    i=0;
    while (k > 0)
     {
        // storing remainder in binary array
        binaryNum[i] = k % 2;
```

```
    k = k / 2;
    i++;
}
if(binaryNum[0]==1)
 {
 fputc(255, out1);
}
else if(binaryNum[0]==0)
{
   fputc(0, out1);
} if(binaryNum[1]==1)
 {
 fputc(255, out2);
}
else if(binaryNum[1]==0)
{
   fputc(0, out2);
}
 if(binaryNum[2]==1)
 {
 fputc(255, out3);
}
else if(binaryNum[2]==0)
{
   fputc(0, out3);
}if(binaryNum[3]==1)
 {
 fputc(255, out4);
}
else if(binaryNum[3]==0)
{
   fputc(0, out4);
}if(binaryNum[4]==1)
 {
 fputc(255, out5);
}
else if(binaryNum[4]==0)
{
   fputc(0, out5);
}if(binaryNum[5]==1)
 {
 fputc(255, out6);
}
else if(binaryNum[5]==0)
{
   fputc(0, out6);
}if(binaryNum[6]==1)
 {
```

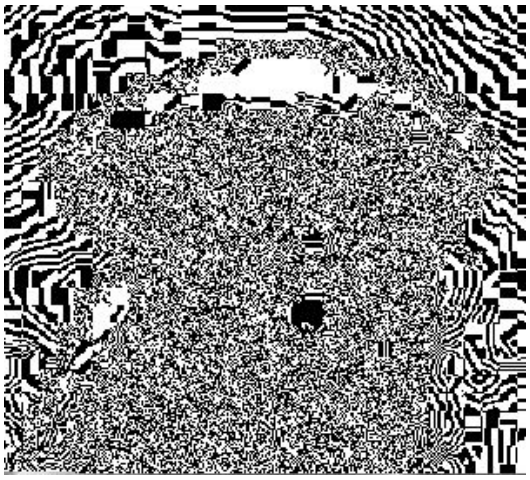
```
      fputc(255, out7);
     }
     else if(binaryNum[6]==0)
     {
        fputc(0, out7);
     }
     if(binaryNum[7]==1)
      {
      fputc(255, out8);
     }
     else if(binaryNum[7]==0)
     {
        fputc(0, out8);
     }
    }
    fclose(in);
    fclose(out1);
    fclose(out2);
    fclose(out3);
    fclose(out4);
    fclose(out5);
    fclose(out6);
    fclose(out7);
    fclose(out8);

    printf("success");
    getch();
}
```

OUTPUT:

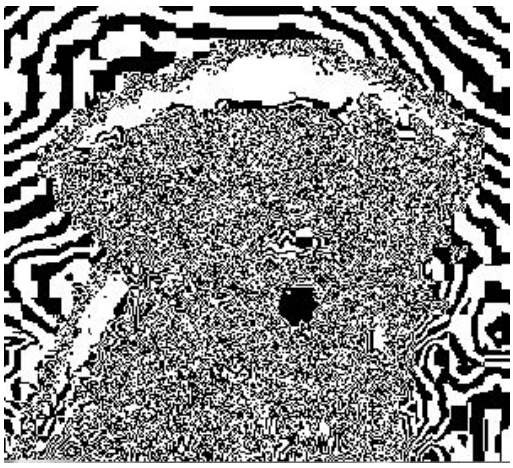
Bit Plane 1



Bit Plane 2



Bit Plane 3



Bit Plane 4

Bit Plane 5

Bit Plane 6

Bit Plane 7

Bit Plane 8