

Draw Pacman

In this activity you need to complete the function `drawPacman` in the provided program.

Download `pacman.c`, or copy it into your current directory on a CSE system by running

```
$ cp /web/cs1511/17s2/week06/files/pacman.c .
```

You are provided with the following representation of a pixel:

```
typedef struct _pixel {  
    unsigned char red;  
    unsigned char green;  
    unsigned char blue;  
} pixel;
```

You need to complete the `drawPacman` function so that it fills in its given 2-dimensional pixel buffer with the colours to show an image of pacman.

You have artistic licence here, so it doesn't have to be exact.

Remember, the pixel buffer is used `pixels[y][x]`, with rows first.

If you don't think that a three by three image is large enough to draw a good PacMan, you can change the value of `SIZE` to make the image larger.

The program will send the data for the image to the screen output. To send it into a file instead run it using the following commands:

```
$ dcc -o pacman pacman.c  
$ ./pacman > pacman.bmp  
$ eog pacman.bmp
```

To run Styl-o-matic:

```
$ 1511 stylomatic pacman.c  
Looks good!
```

You'll get advice if you need to make changes to your code.

Submit your work with the *give* command, like so:

```
$ give cs1511 wk06_pacman
```

Or, if you are working from home, upload the relevant file(s) to the `wk06_pacman` activity on [Give Online](#).