Display_Image_Pixel_Array

```
PImage img;

void setup()
{
 size(1024, 768); // Output window size (length x breadth)
 img = loadImage("Tulips.jpg");
}

void draw()
{
 loadPixels(); // Call loadPixels() on the PImage to read its pixels.
 img.loadPixels();
 for (int x = 0; x < width; x++ )
 {
  for (int y = 0; y < height; y++ )
  {
   int loc = x + y*width;

   // The functions red(), green(), and blue() pull out the three color components from a pixel:
   float r = red(img.pixels [loc]);
   float g = green(img.pixels[loc]);
   float b = blue(img.pixels[loc]);

   pixels[loc] = color(r, g, b); // Set the display pixel to the image pixel
  }
 }

updatePixels();
}
```