This is a sample program that makes changes to pbm, pgm and ppm images with given commands from the console.

How does it all work?

There are two ways to start the program itself:

- giving it a path to an image;

- just starting it without any arguments and only using console to open an image;

It first reads the Image's metadata. After that it checks what the type of the image is and uses a different reading method depending on it.

The image's data from the raster is stored in a template Matrix class filled with pixels that always have full 3 channel rgb data.

Bitmap(P1) and graymap(P2) images the RGB pixels just have the values of all channels set to the same color.

After the program has been started the user can then give it one of the available commands:

- EXIT: closes the application.

- OPEN [path]: opens the image from the given path.

- CLOSE: if there is an opened image closes it.

- SAVEAS [path]: saves image to the give path.

- SAVE: saves image to the current path.

- DITHER [one of the 12]: dithers an image accordingly.

- RESIZE [width] [height]: resizes the image to the given dimensions.

- RESIZE [percentage]: scales the image to the given percentage.

- CROP [point1 x] [point1 y] [point2 x] [point2 y]: crops the image by two given points.

When saving the image to a file, the code does a similar thing to reading: it checks what the type is and depending on it, it uses a different method for writing.