

Shuffle Image

Summary:

First the program gets your photo, which is in **BMP** format as an **input**, then it asks you to enter the **order of quarters** to **shuffle** the photo, at the end it saves the shuffled photo in a new file.

The application is built using **C++**, **Code::Blocks**.

Example:

Enter the source image file name (including .bmp): "original.bmp"

Enter the order of quarters you want: 2 3 1 4

Enter the target image file name: (including .bmp): "joe.bmp"

