Course	60-256	October 9, 2014
Instructor	Dr. B. Boufama	
Assignment	03	
Due date	October 27, 11am	

Using the standard I/O library functions (*fopen(), fseek(), fread(), etc*), write a C program to transform a given picture into an up-side-down picture. In particular, your program should reverse the image by directly reading from one file and writing to another, without the need of a two-dimensional array.

The input image is a grayscale picture, where each pixel has a value between 0(black) and 255(white). The image is simply an $nbLines \times nbCols$ matrix of bytes, where each byte store the gray-level of the corresponding pixel.
$nbLines$ is the number of lines and $nbCols$ is the number of columns.

To help you understand the structure of the binary file containing the image, here is the function that was used to store the image in a file.

```
void saveImage(char **image, int nbLines, int nbCols, FILE *fd){
 int i;

 fputs("P5\n", fd);          // just a code
 fprintf(fd, "%d %d\n", nbLines, nbCols);
 fputs("255\n", fd);         // another code

 for(i=0; i<nbLines; i++)
   fwrite(image[i], nbCols, fd);
}
```

Notes :

- The image(the input file to your program) has to be downloaded from **http://boufama.myweb.cs.uwindsor.ca/256/assignments/Assign03/m1.pgm**
- Many image reader can be used to view your images (input and output). You can, for example, use the UltraFileOpener that can be downloaded from **http://www.ultrafileopener.com**.
- You should e-mail your source file to sood111@uwindsor.ca