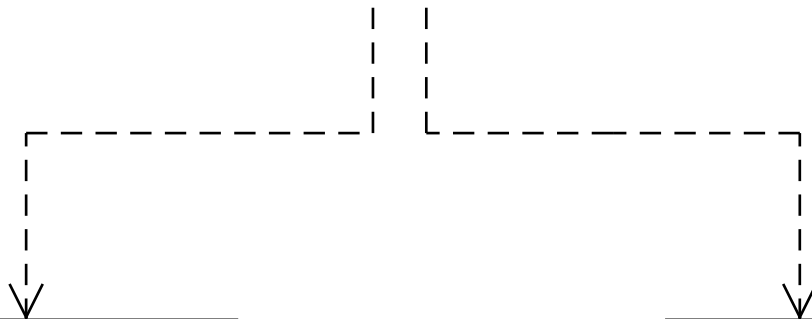


My Application



WindowsBitmapHeader

- + readFileHeader()
- + writeFileHeader()
- + readInfoHeader()
- + writeInfoHeader()
- + getFileSize()
- + getBitmapWidth()
- + getBitmapHeight()

Bitmap

- + ScanLineIterator begin()
- + ScanLineIterator end()
- + int getWidth()
- + int getHeight()
- + void read()
- + void write()