

1. Write a program with a Pixel struct.

This Pixel struct has two integers: C and R (column and row)

One function:

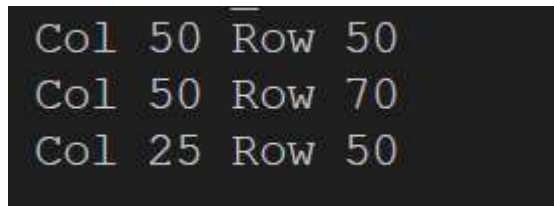
**void Display(Pixel P); // this function should print out the column and row for the pixel.**

Then, initialize 3 pixels (X, Y, Z).

Then, execute the following operations:

- (1) Copy X's data to Z
- (2) X.C increased by 10
- (3) Copy Y's data to Y
- (4) Y's C increased by 10
- (5) Y's R increased by 20
- (6) Z's C decreased by 15
- (7) Display(X);
- (8) Display(Y);
- (9) Display(Z);

Sample Output:



```
Col 50 Row 50
Col 50 Row 70
Col 25 Row 50
```