**Problem #1**

**ImageViewer**

In this problem, you will implement an image viewer. The image file is a binary file with the following format:

* 1st Integer represents *width* of the image
* 2nd integer represents *height* of the image
* Then there are *width\*height* integers.

Read these integers in the structure variable g\_image in the given skeleton file. Write necessary code in the getImage() function and the image viewer should start working!

**Problem #2**

**ImageViewer V2**

In this problem, the binary file will contain multiple images. Given an index, you should be able to load that image only and render it. The image file is a binary file with the following format:

* 1st integer *n* represents number of images in the file
* Next *n* integers represent total number of bytes in each of the subsequent image data.
* For each image data that follows, the format is as before.

Use the concept of random access, so that when specific number (0-9) is hit in the keyboard, the corresponding image is shown in the image viewer.