Digital Images in C++

C++ itself doesn't have any built-in support for images, graphics or user-
interfaces. All of those capabilities are added using libraries. Click on the little
Running-Man in the right to open the **Replit** project for this lesson. Make sure you
Fork the Repl to get your own copy to work on.

We're going to use the ***stb_image*** and ***stb_image_write*** libraries, written by Sean T.
Barret (stb) and placed into the public domain. These libraries provide the ability to read
and write several different image formats, in several different ways. Both are <mark>C libraries</mark>
instead of C++ libraries.

The STB libraries are **header only** libraries. That means you only need to include the
header file; there is no separate library to compile and link to. <mark>**I've already added the**</mark>
<mark>**header files to the Repl you are working with in this lesson.**</mark>

In your own programs, https://github.com/nothings/stb download the latest version of
the **stb_image.h** and **stb_image_write.h** from the GitHub site and place both files in
your project folder. To make sure that the implementation is included, <mark>**in one file**</mark>, you
need the **following preprocessor directives** before you include them:

```
#define STB_IMAGE_IMPLEMENTATION        // REQUIRED (loading)
#define STB_IMAGE_WRITE_IMPLEMENTATION  // writing
#include "stb_image.h"                  // "header-only" C libraries
#include "stb_image_write.h"
```

I've already added these to **main.cpp** in the Repl you are working with.