בס"ד

**EX2-BOMBERMAN**

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Description:

The program uses a variety of operators that are described from the programmer. So for example, if we take the operator +, that we know that it do 1 + 1 = 2 for example, so in our case it does the same but with the programmer taking control over it, to do + over objects us well.

Files:

**Image.h/cpp:**

The object responsible for the hole Image. Meaning, the user sends an Image and after that he could do the operator + as the example, to connect other images, or the operator – to exclude some pixels.

**ImageDataStructure.h/cpp:**

Is like a helper for the main, it deals with the complexity to brings pixel together or to erase pixels.

**Pixel.h/cpp:**

Deals with the pixels of the image, so it is the more deeper. It suppose to deal with gray, black or white colors.

**Design:**

The user creates as many Images he want in the main, and than he could use operators, like \*,+,-,|,& etc… to do us he wish with the Images.

Main data structures and their roles:

Algorithms that deserve to be highlighted:

Known bugs:

There is more than one problem; we did not have time enough to deal with.

First the copy constructor is not working.

Second the operators idea does work, so the +, -, | etc… works, however, it sometimes make issues when we have the color white(blank spaces), it does not know how to deal with it or creates some issues in the future if the user try to many operators in the same image.

Third, we know we were suppose to free the pointer of the ImageDataStructure in the destructor, but we didn’t had time to write it down.

Other notes: