

Overview

In this assignment you will be writing code to read and write from bitmap files. Bitmap files are a common format, and use a relatively simple file format. We will provide more details about how bitmaps are stored in a video shortly. Microsoft's official documentation about the bitmap header format is [available online](#) .

Starter Code:

The following zip file ([HW 3 Files.zip](#)) includes the following:

- main.cpp - Testing code to help validate that you are loading and saving images properly. This doesn't need to be modified unless you are doing the extra credit.
- BitMap.h - Header file with structure declaration and function prototypes.
- BitMap.cpp - Your code goes in this file. You need to fill in the function definitions according to the comments provided in the functions and in the header file.

Representation:

Bitmap images are a common uncompressed format, and are stored in a relatively simple format that is widely documented. In this assignment you will write code to read and write from bitmap files. While there are many options required for full bitmap support, you will only be required to support a subset of those options. In particular, your code should be able to read uncompressed 24-bit and 32-bit bitmap files.

Full details of the bitmap file format can be found [on wikipedia](#) , we will be posting a shorter explanation of the file format here shortly.