

Please read the instructions carefully before starting the assignment

Overview

In this assignment you will turn the BitMap struct created in Homework 3 into a class with constructor, copy constructor, destructor, assignment operator and other functions.

The Program

In main you will write code to fully test every function in your class. Your testing should test corner cases such as self assignment, deleting an object with unallocated array...etc.

Classes and methods to Implement:

You will NOT modify the BitMapHeader struct at all. You will modify the BitMap struct to become a class. You should determine the appropriate functions to implement. Note that some of the functions we wrote in the struct will go away (for example the Free function will be replaced by a destructor).