Image will be loaded on OpenGL window after using command.

Commands

* add -i <file name> <file name> -o <file name>
* sub -i <file name> <file name> -o <file name>
* mul -i <file name> <file name> -o <file name>
* inv -i <file name> -o <file name>
* log -c <float> -b <float> -i <file name> -o <file name>
  + default c is 1
  + default b is 10
* pow -c <float> -gamma <float> -i <file name> -o <file name>
  + default c is 1
  + default gamma is 1
* resize -w <int> -h <int> -i <file name> -o <file name>
  + default w is 255
  + default h is 255
* load <file name>
* save <file name>
* end

default output is output.ppm.

Missing

I haven't finished implementing the CCL algorithm. What does mean “Your implementation MUST support 8-bit images,” should I have supported another types of image?

Extra-credit?

Implemented command-based program, load and save functions, but there’s no cd command.