

HW0401:

Read in a bmp file and expand the height and width so that the new size is 4 times the original one. Change the pixel to black and white only and separate it into two bmp files, which will only show the original one when overlapped.

HW0402: No, I gave up :(

HW0403:

Note: 1) When -l is called but no other options are turned on, it simply displays the whole code, as if calling no options. Also, -c must be turned on if you want the code to display color.

2) When using -l, the language argument must not be separated by a space char. Eg. -lJava(o) -lC++(x)

3) This code **does not support** checking keywords after // and inside printf. Thus, I provide you an **alternative solution** of marking // and printf in different colors.

4) The keywords must be separated with a space char on both ends or it will be neglected. Eg. int32_t (x) **int**(o) int;(x)

HW0404:

This code **doesn't support** you to change the items you possess, as you can just change your money to whatever you like ;) Why bother wasting time changing the item while you can just buy it?