1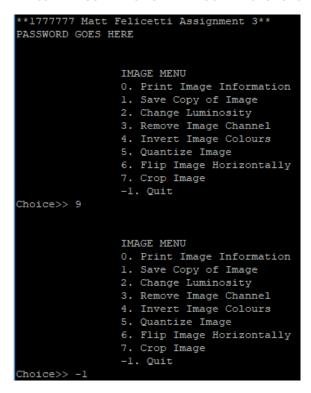. The program prints to the screen **YOUR** student number, student name and the assignment number. This is enclosed by double asterisks. Ensure you follow the below format.
    (This must be included to be awarded marks in the assignment)

```
**3777777 John Smith Assignment 3**
```

2. Include the line of code found here after printing the above:
    https://lms.latrobe.edu.au/mod/page/view.php?id=3432383
    (This must be included to be awarded marks in the assignment)
3. Create a menu as shown in the output below. The user enters the input value after the menu is printed. If an invalid integer is entered, the menu appears again with **NO** prompt to the user that an invalid entry has been made. You can assume the user always enters an integer.
    YOU CAN FORMAT AND DECORATE YOUR MENU HOWEVER YOU LIKE AS LONG AS IT IS USER FRIENDLY

```
**1777777 Matt Felicetti Assignment 3**
PASSWORD GOES HERE


                IMAGE MENU
                0. Print Image Information
                1. Save Copy of Image
                2. Change Luminosity
                3. Remove Image Channel
                4. Invert Image Colours
                5. Quantize Image
                6. Flip Image Horizontally
                7. Crop Image
                -1. Quit
Choice>> 9


                IMAGE MENU
                0. Print Image Information
                1. Save Copy of Image
                2. Change Luminosity
                3. Remove Image Channel
                4. Invert Image Colours
                5. Quantize Image
                6. Flip Image Horizontally
                7. Crop Image
                -1. Quit
Choice>> -1
```

4. If the user selects a valid entry (1,2,3,4,5,6,7) then the appropriate function should be called (After the function call is finished, the menu should be displayed again)
    IF YOU HAVE NOT WRITTEN THE FUNCTIONS YET, COMMENT OUT THE FUNCTION CALLS SO THAT THE CODE COMPILES.
    a. Print Image Information should call the print_information_image function
    b. Save Copy of Image should call the save_copy_image function
    c. Change Luminosity should call the change_luminosity_image function
    d. Remove Image Channel should call the remove_channel_image function
    e. Invert Image Colours should call the invert_image function
    f. Quantize Image should call the quantize_image function
    g. Flip Image Horizontally should call the flip_horizontal_image function
    h. Crop Image should call the crop_image function
5. The program should end when the user enters -1