# Introduction to clj-paint

## Commands

### Initialise a new canvas

```
I 2 3
```

Creates a new canvas, in the above example this will create a canvas that has 2 columns and 3 rows:

```
OO
OO
OO
```

### Clear the current canvas

```
C
```

Clears the current canvas this resets all colour that may have been previously applied and restores it to `O`

### Adds a colour point to the canvas

```
L 1 2 A
```

Changes the pixel colour in this example 1 is the amount of columns over and 2 is the amount of rows down to place the colour `A` - keep in mind all offsets start at 1 not 0

```
OO
AO
OO
```

# Adds a vertical slice to the canvas

```
V 1 1 3 A
```

Creates a vertical slice to the canvas, in this example we're taking a vertical slice of the first column, between the first row and the third row

```
AO
AO
AO
```

# Adds a horizontal slice to the canvas

```
H 1 2 3 A
```

Draw a horizontal line of A that is on row 3 and spans across columns 1 and 2

```
OO
OO
AA
```

# Flood fill a point of the image with colour

```
F 1 1 D
```

Detects the colour at the given coordinates (x y) then if any neighbours also carry that colour "selects" them and changes them all to the given colour, in this instance D

```
DD
DD
AA
```

If the previous state was

```
OO
OO
AA
```

# Show the image

```
s
```

Print the image to the screen

# Exit the application

```
x
```

Exits the application

# Clear

```
clear
```

Clears the buffer