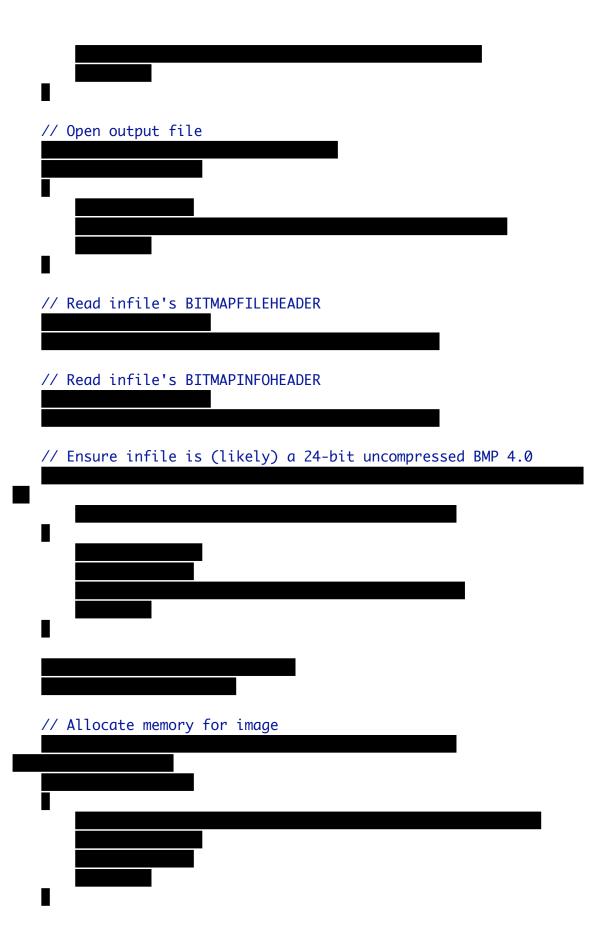
```
// Yannique Hecht
// HARVARD CS50 Week 4 - Filter - Implement a program that applies
filters to BMPs (Grayscale, Reflection, Blur, Edges)
#include <getopt.h>
#include <stdio.h>
#include <stdlib.h>
#include "helpers.h"
    // Define allowable filters
    // Get filter flag and check validity
    // Ensure only one filter
    // Ensure proper usage
    // Remember filenames
    // Open input file
```



```
// Determine padding for scanlines
// Iterate over infile's scanlines
    // Read row into pixel array
    // Skip over padding
// Filter image
    // Blur
    // Grayscale
    // Reflection
    // Sepia
// Write outfile's BITMAPFILEHEADER
// Write outfile's BITMAPINFOHEADER
// Write new pixels to outfile
```

```
// Write row to outfile

// Write padding at end of row

// Free memory for image

// Close infile

// Close outfile
```