

```
1  #pragma once
2
3  #include <vector>
4  using namespace std;
5
6  #include "Pixel.h"
7
8  class BmpImage
9  {
10 public:
11     BmpImage();
12     ~BmpImage();
13     bool lesBitmapFil(string filename);
14     bool lagreBitmapFil(string filename);
15     bool setPixel(int x, int y, Pixel &ny_pixel);
16     void graaskala();
17     void invert();
18
19     int getwidth();
20     int getheight();
21     int getheadersize();
22     int getoffset();
23     int getstuffing();
24
25     void rammInnBilde(Pixel &Farge, int rammeBredde);
26     int antallPiksler(Pixel &Farge);
27     void tegnTilfeldigePunkter(int antall, Pixel &Farge);
28     void flip();
29     void mirror();
30
31 private:
32     vector<vector<Pixel>> pixelData;
33     unsigned int width = 0;
34     unsigned int height = 0;
35
36     int HEADERSIZE;
37     unsigned char *header;
38     unsigned char enPixel[3];
39     unsigned int offset = -1;
40     int stuffing;
41 };
42
```