

3-28-2019

Images

Binary files

Vim tip: (optional)

:%!xxd -g |

---

Lesson:

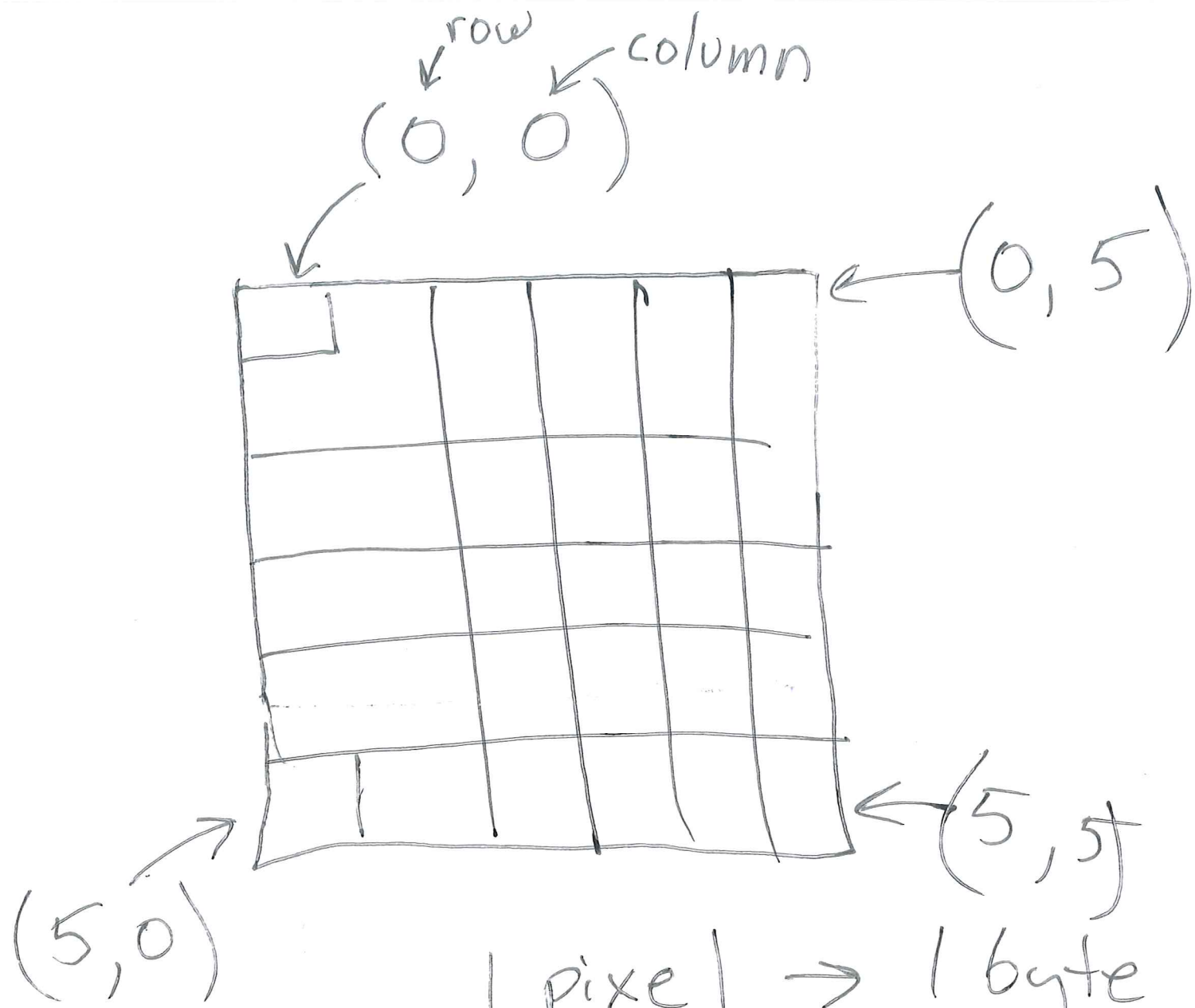
Don't try to store  
memory addresses to a  
file.

sizeof(int\*) \* 3

sizeof int\*\* 3

(int)

typename



24-bit image:

1 pixel  $\rightarrow$  1 byte for red  
 1 " " " green  
 1 " " " blue

---

total: 3 bytes  $\leftrightarrow$  24 bits

- Struct objects are stored as the fields in order of definition.

Remember: `#pragma pack(1)`

- `fwrite(...)` copies bytes from memory to a file (or stream).

- `fread(...)` does the opposite  
(file  $\rightarrow$  memory)

---