

```
#define R 0
#define G 1
#define B 2
#define W 800
#define H 600
#define PI 3.1415926
```

```
typedef struct sColor
{
    unsigned char red, green, blue;
} Color;
```

```
typedef struct sPoint
{
    int x, y;
} Point;
```

	0	1	2	3	4	5
0						
1						
2		0				
3						
4						
5						

```
void dot(unsigned char img[W][H][3], int x, int yPoint p, color c)
{
    img[x][y][R] = c.red;
    img[x][y][G] = c.green;
    img[x][y][B] = c.blue;
}
```

```
void clear_black(unsigned char img[W][H][3])
{
    int i=0; j=0;
    for (i=0; i<W; i++)
    {
        for (j=0; j<H; j++)
        {
            img[i][j][R] = 0;
            img[i][j][G] = 0;
            img[i][j][B] = 0;
        }
    }
}
```

