

Void outlined_rectangle (unsigned char img [W][H][3], Point a, Point b, Color c)

```
{
    int x, y, auxc;
    if ( b.x < a.x ) { auxc = b.x; b.x = a.x; a.x = auxc; }
    if ( b.y < a.y ) { ... }

    for ( x = a.x; x <= b.x; x++ )
    {
        dot (img, x, a.y, c);
        dot (img, x, b.y, c);
    }

    for ( y = a.y; y <= b.y; y++ )
    {
        dot (img, a.x, y, c);
        dot (img, b.x, y, c);
    }
}
```

Void dump (unsigned char img [W][H][3]

{

P₃

	800	600
	255	
linha imagem	000	1000
pixel	pixel	pixel
	255	255 255 255...

}

