

WARHOL

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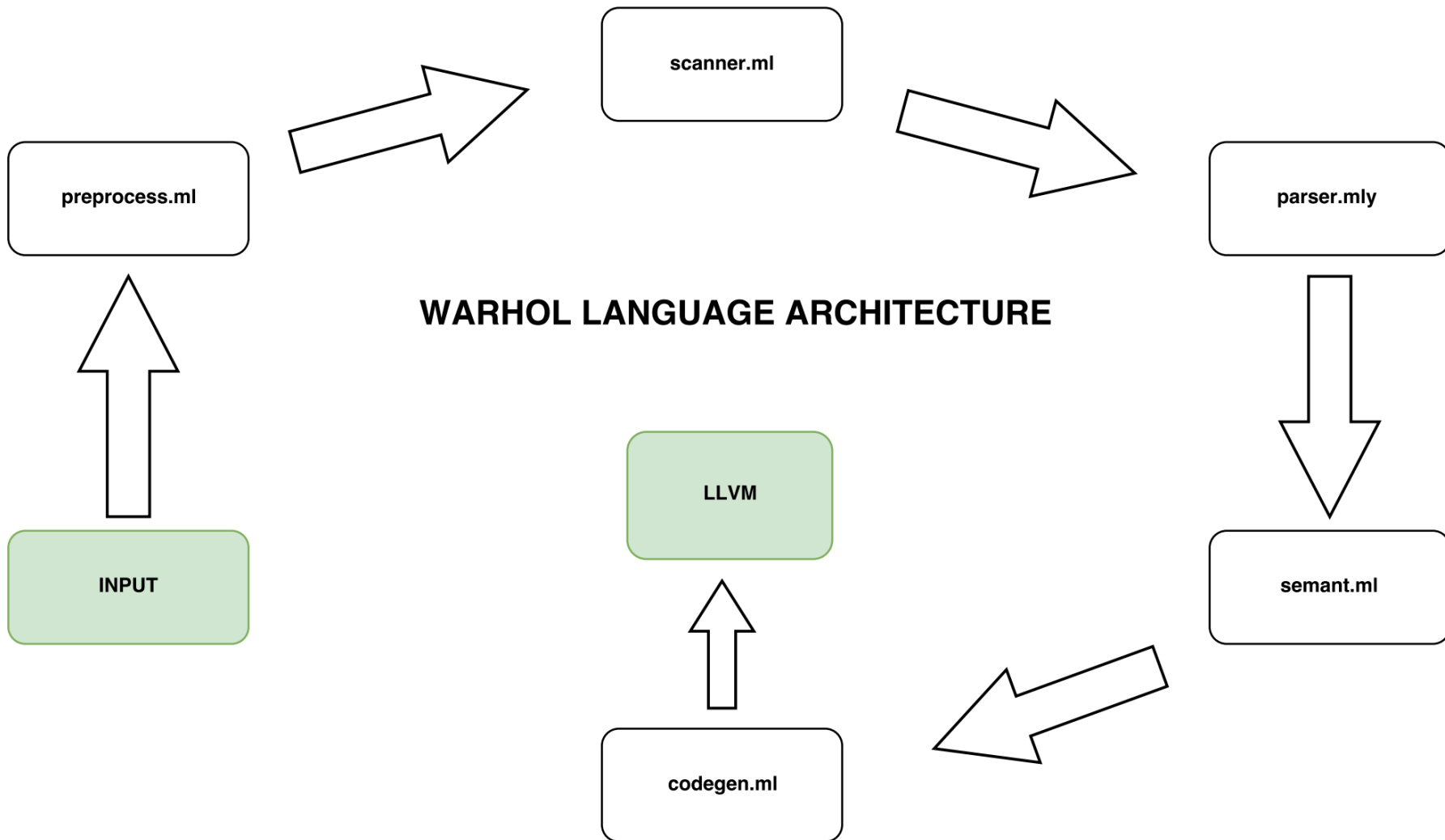
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Introduction to WARHOL

- WARHOL's types, syntax, and semantics are meant to help the user easily manipulate images. Warhol specializing in reading, writing, and computing pixel values.
- Warhol is an imperative programming computer language.
- The WARHOL Standard Library contains built-in functions that perform image editing/filtering on matrix types.

WARHOL Implementation



Basic Syntax

```
$import stdlib$
```

← Comments

```
fun int main(){
```

← Main function declaration

```
int[1200] lemon;
```

← 1D matrix initialization

```
int val;
```

← Variable declaration

```
int i;
```

```
i = 0;
```

```
while ((val=openfile("lemon.ppm"))!= -1 ) {
```

← Open file built-in function

```
    lemon[i] = val;
```

```
    i = i + 1;
```

```
}
```

← Built-in filtering function

```
cyan(@lemon, 1200);
```

```
printppm(@lemon, 1200, 20, 20);
```

← Built-in print ppm function call

```
}
```

Demos

Demo 1: Hello World

```
fun int main() {  
    print(42);  
    return 0;  
}
```

Demo 2: filtercyan.wl

```
$import stdlib$  
fun int main(){  
    int[22189] marilyn;  
  
    int val;  
    int i;  
    i = 0;  
    while ((val=openfile("marilyn.ppm"))!= -1 ) {  
        marilyn[i] = val;  
        i = i + 1;  
    }  
  
    cyan(@marilyn, 22189);  
    printppm(@marilyn, 22189, 86, 86);  
}
```

Demo 3: filterall.wl

Filter Functions

