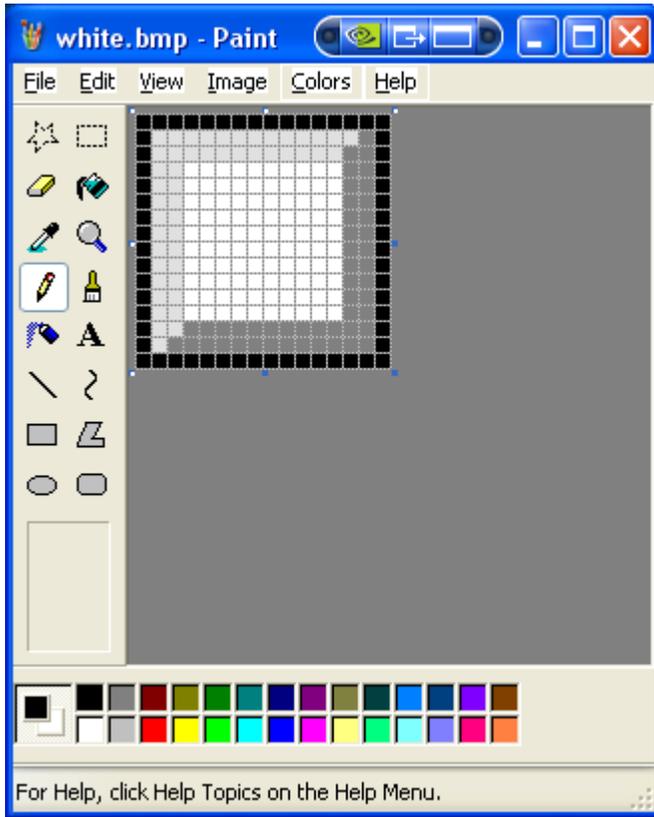


Here's a screen snapshot of the Paint program:



We are zoomed to 800%, with a grid being shown.

A 16 x 16 pixel image was drawn, saved as file "white.bmp". The RGB (red-green-blue) values of the colors used in this image are:

- 255 255 255 (white)
- 224 224 224 (light grey)
- 128 128 128 (dark grey)
- 0 0 0 (black)

You are to create and save eight (8) versions of this image. They will differ ONLY in that the interior 10 pixel x 10 pixel square area will be a color other than WHITE.

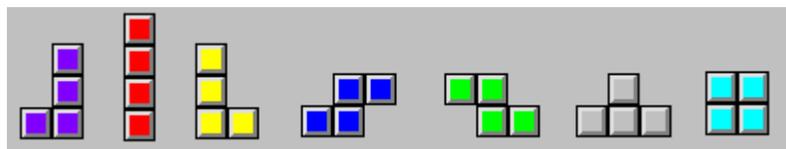
You will need to play with the Paint application and figure out how to set image attributes (size), zoom the view, turn on the grid, draw in a certain color, create and use a custom color (for light grey), and save a file.

Create these files:

| Filename | Interior color | | |
|--------------------|----------------|-----|-----|
| | R | G | B |
| red.bmp | 255 | 0 | 0 |
| green.bmp | 0 | 255 | 0 |
| blue.bmp | 0 | 0 | 255 |
| magenta.bmp | 255 | 0 | 255 |
| cyan.bmp | 0 | 255 | 255 |
| yellow.bmp | 255 | 255 | 0 |
| gray.bmp | 192 | 192 | 192 |

Save them all in a folder named **bmp**.

We'll eventually use these individual 16x16 pixel images to draw our Tetris! pieces:



Fill in your name and turn in this sheet when you have completed this assignment.