Challenge 2

Figure 1.1 shows a screenshot explaining how to download an image file (name it `sprites.png` for example) that contains customized sprites from:

http://gaurav.munjal.us/Universal-LPC-Spritesheet-Character-Generator/.

Then, use Pharo to read this image file `sprites.png` and split it in graphical elements instances of the `Form` class. Figure 1.2 shows a screenshot of the expected result in a Pharo inspector which is a collection of `Form` objects, each one representing one sprite.

Hints:

- You can read and convert a PNG into a form (a graphics pharo basic element) using `PNGReadWriter`.

- Have a look at the message `binaryReadStreamDo:`.

- Use `asFileReference` or `FileSystem workingDirectory` if the file is located close to the pharo.image file to get to a file.

- You can use the message `/` to specify a file name in the path.

- Pay attention the stream should be binary.

- You can access the size of a form using message `width` and `height`.

- You can copy a part of a form using the message `form copy: aRectangle`.

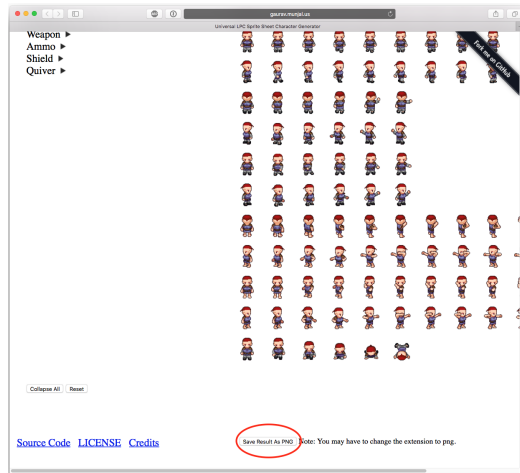- Looking at the results of expressions with the inspector is a great idea.

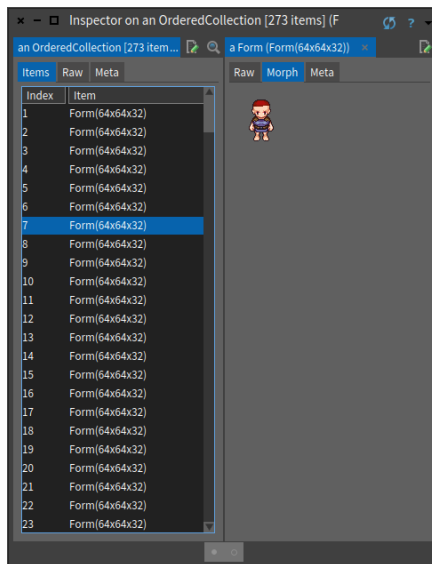**Figure 1.1**   Downloading customized sprites.

Figure 1.2   Inspector on a collection of Sprites (Form objects)