

```

//-----
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#include <vcl.h>
#pragma hdrstop

#include "NN.h"
//-----
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#pragma package(smart_init)
#pragma resource "*.dfm"
TForm1 *Form1;
//-----
-----

__fastcall TForm1::TForm1(TComponent* Owner)
    : TForm(Owner)
{
}
//-----
-----

void __fastcall TForm1::Button1Click(TObject *Sender)
{
    int i,j, x,y;
    float ratiox, ratioy;

    dst->Width = StrToInt(Edit2->Text);
    dst->Height = StrToInt(Edit1->Text);
    dst->Picture->Bitmap->Width = dst->Width;
    dst->Picture->Bitmap->Height = dst->Height;
    ratiox = (src->Width*1.0)/(dst->Width*1.0);
    ratioy = (src->Height*1.0)/(dst->Height*1.0);

    for (i=0; i<=dst->Width; i++)
        for (j=0; j<=dst->Height; j++)
        {
            x = i*ratiox;
            y = j*ratioy;
            dst->Canvas->Pixels[i][j] = src->Canvas->Pixels[x][y];
        }
}
//-----
-----

```