```c
// Convert image to sepia
void sepia(int height, int width, RGBTRIPLE image[height][width])
{
    // Loop over all pixels
    for (int i = 0; i < height; i++)
    {
        for (int j = 0; j < width; j++)
        {
            // Compute sepia values
            int sepiaRed = round(.393 * image[i][j].rgbtRed + .769 * image[i][j].rgbtGreen + .189 * image[i][j].rgbtBlue);
            int sepiaGreen = round(.349 * image[i][j].rgbtRed + .686 * image[i][j].rgbtGreen + .168 * image[i][j].rgbtBlue);
            int sepiaBlue = round(.272 * image[i][j].rgbtRed + .534 * image[i][j].rgbtGreen + .131 * image[i][j].rgbtBlue);

            // test if the value is larger than 255
            if (sepiaRed > 255)
            {
                sepiaRed = 255;
            }
            if (sepiaGreen > 255)
            {
                sepiaGreen = 255;
            }
            if (sepiaBlue > 255)
            {
                sepiaBlue = 255;
            }
            // Update pixel with sepia values
            image[i][j].rgbtRed = sepiaRed;
            image[i][j].rgbtGreen = sepiaGreen;
            image[i][j].rgbtBlue = sepiaBlue;
        }
    }
    return;
}
```

```c
// Convert image to sepia
void sepia(int height, int width, RGBTRIPLE image[height][width])
{
    int originalRed;
    int originalGreen;
    int originalBlue;
    float sepia;
    for (int i = 0; i < height; i++)
    {
        for (int j = 0; j < width; j++)
        {
            // Get original RGB values
            originalRed = image[i][j].rgbtRed;
            originalGreen = image[i][j].rgbtGreen;
            originalBlue = image[i][j].rgbtBlue;

            // Get sepia values then update pixel with sepia values
            sepia = .393 * originalRed + .769 * originalGreen + .189 * originalBlue;
            image[i][j].rgbtRed = round(fmin(sepia, 255.0));
            sepia = .349 * originalRed + .686 * originalGreen + .168 * originalBlue;
            image[i][j].rgbtGreen = round(fmin(sepia, 255.0));
            sepia = .272 * originalRed + .534 * originalGreen + .131 * originalBlue;
            image[i][j].rgbtBlue = round(fmin(sepia, 255.0));
        }
    }
    return;
}
```