**East West University**

**Department of CSE**

**Assignment**

**CSE 438**

**Digital Image Processing**

**Submitted To:**

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Lecturer

Department of Computer Science and Engineering

**Submitted By:**

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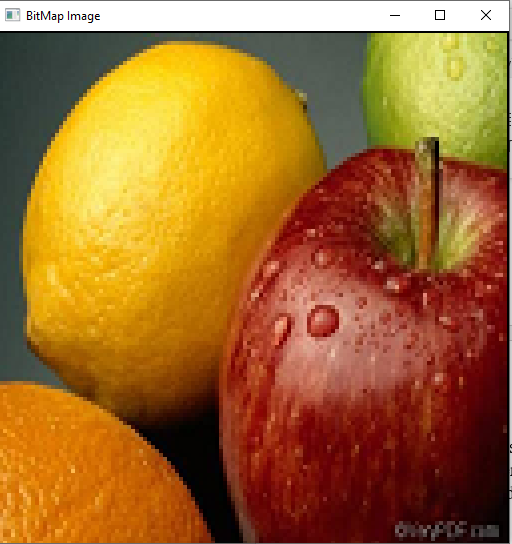
1. Make F(u,v) using attached image f(x,y) in a way, so that the max will be at the at the center.

128\*128 pixel image

Text

Description automatically generated

glColor3ub(IM.DATA[i+2], IM.DATA[i+1], IM.DATA[i]); //Color Image



glColor3ub(Gr[y][x], Gr[y][x], Gr[y][x]); //grayscale Image



Fourier transform:

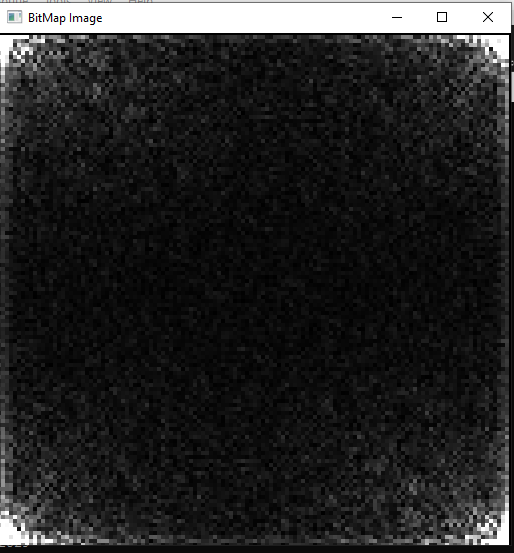


Figure: Bitmap image

White area accumulated on the 4 corners of the picture. Because we found 4 highest values.

A picture containing text

Description automatically generated

Now, **we must accumulate white area in middle part of the picture.**

glColor3d(100\*A[y][x], 100\*A[y][x], 100\*A[y][x]);

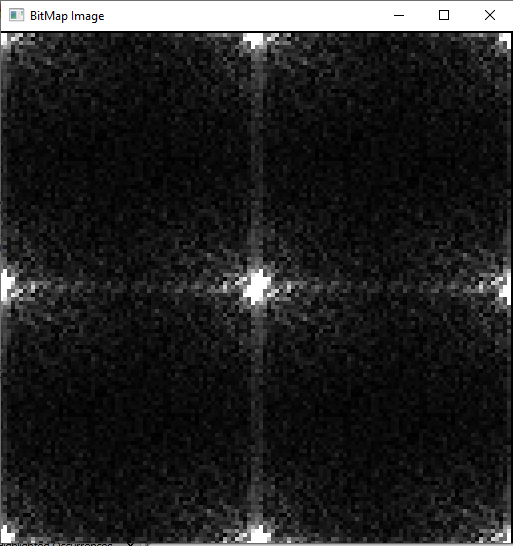


Figure: new bitmap image

Text

Description automatically generated

Text

Description automatically generated

Changing part on code:

A picture containing text

Description automatically generated

A picture containing text

Description automatically generated

Gray = (IM.DATA[i+2]+IM.DATA[i+1]+IM.DATA[i])/3;

Graphical user interface, application, Word

Description automatically generated

glColor3ub(Gr[y][x], Gr[y][x], Gr[y][x]); //Color Image

