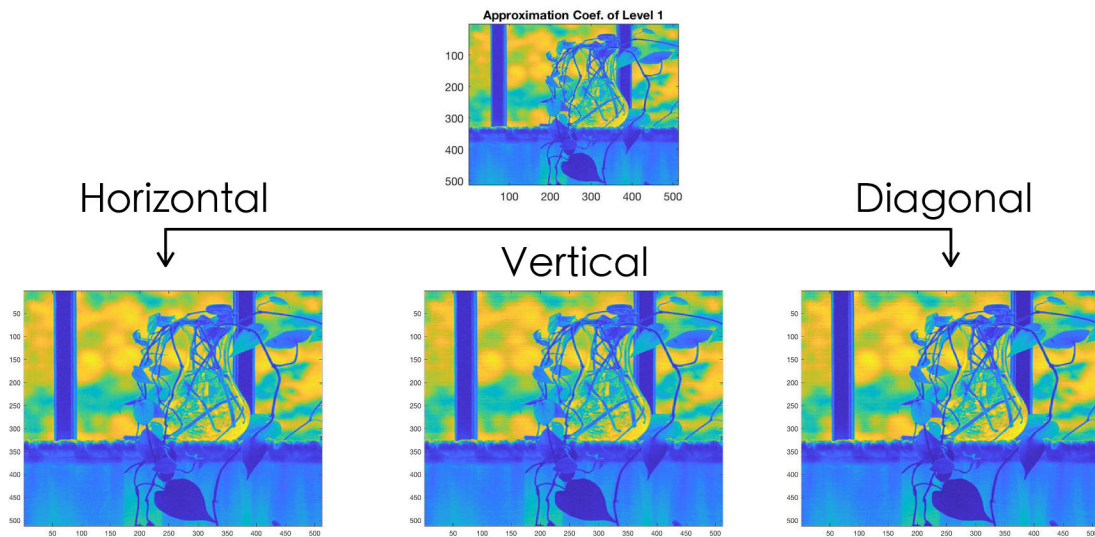
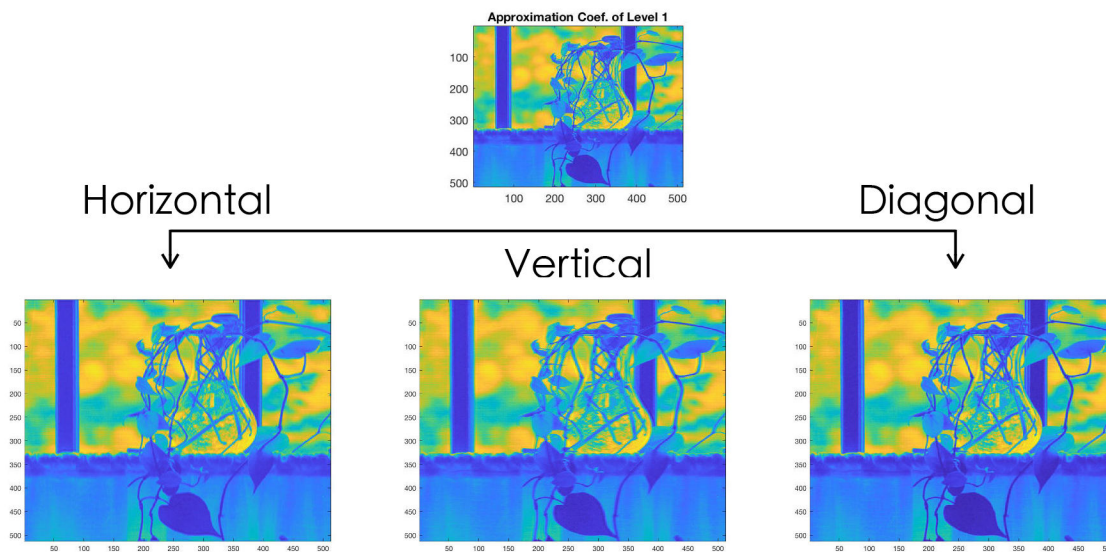


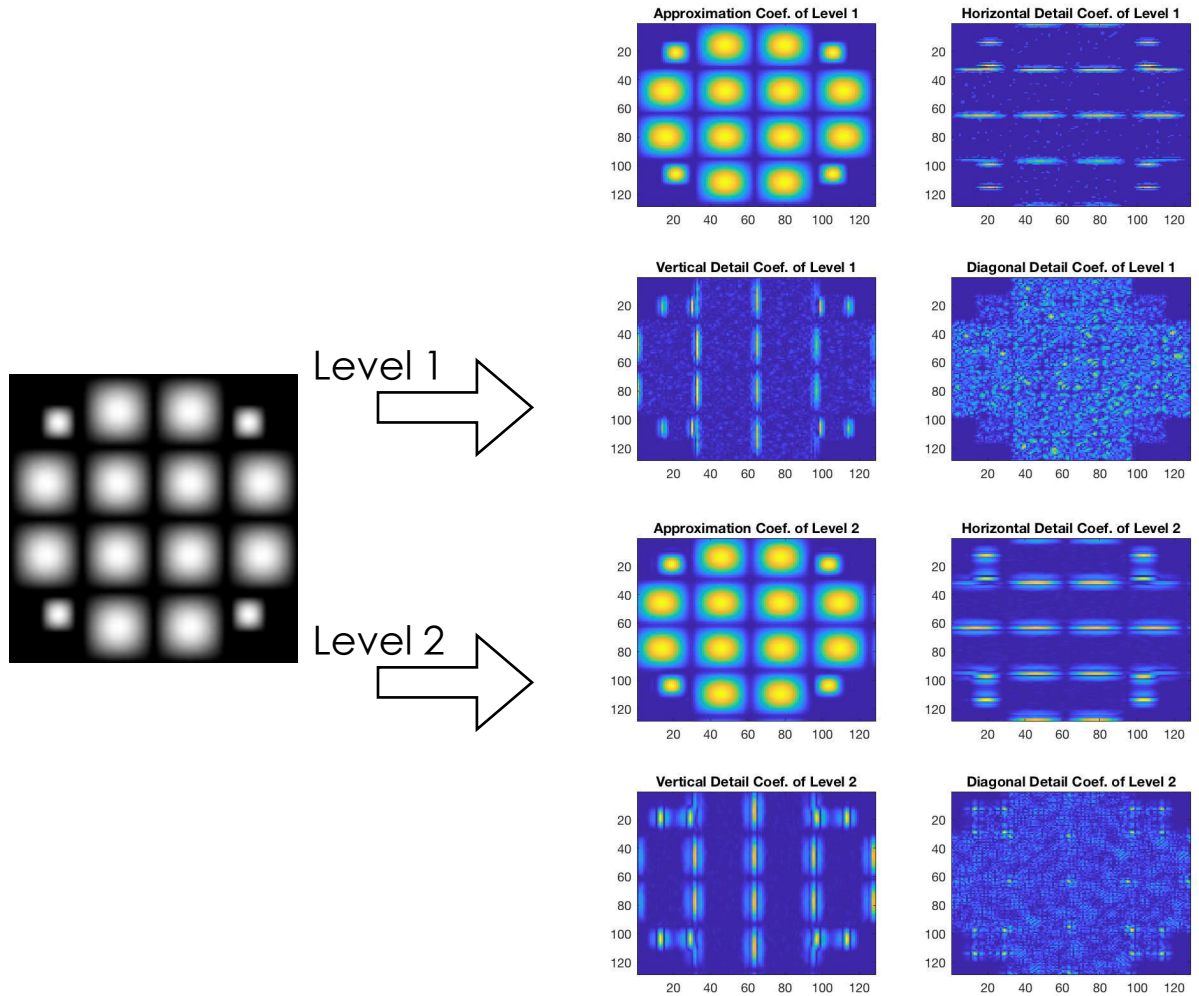
- C) Smooth the image by zeroing the horizontal, vertical, and diagonal details corresponding to level 1 of the transform computer in (a). Compute the inverse of the modified transform and compare the result to the original image.



- D) Repeat (c) but zero the level 2 details as well.



- E) Compute the three-scale transform of the image `sinePulses.tif` with respect to `sym4` wavelets.



- F) Modify the transform to only keep to locate the horizontal edges of the image. Compute the inverse and display the result.

