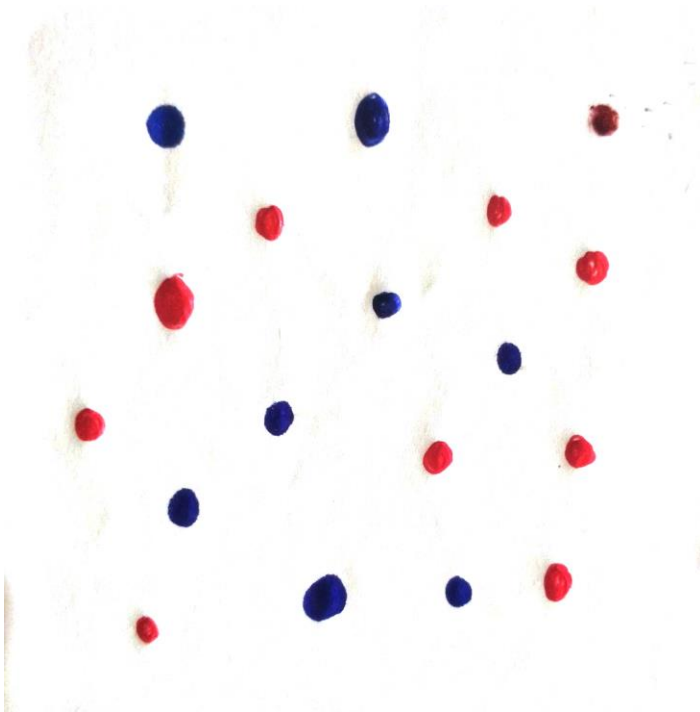
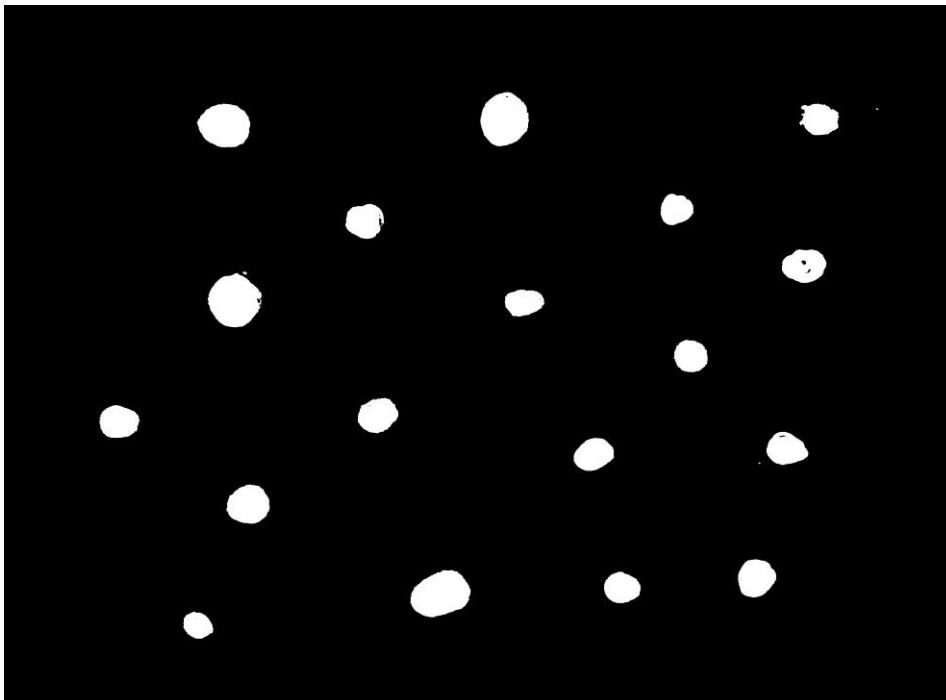


1. custom image taken as input (no overlaps of dots)



2. application automatic thresholding using Otsu's method and generates a binary image where objects of interest are highlighted from grayscale version of input



### 3.noise removal / making borders of binary image clear

Erosion and dilation of binary of binary image with sample structuring kernal

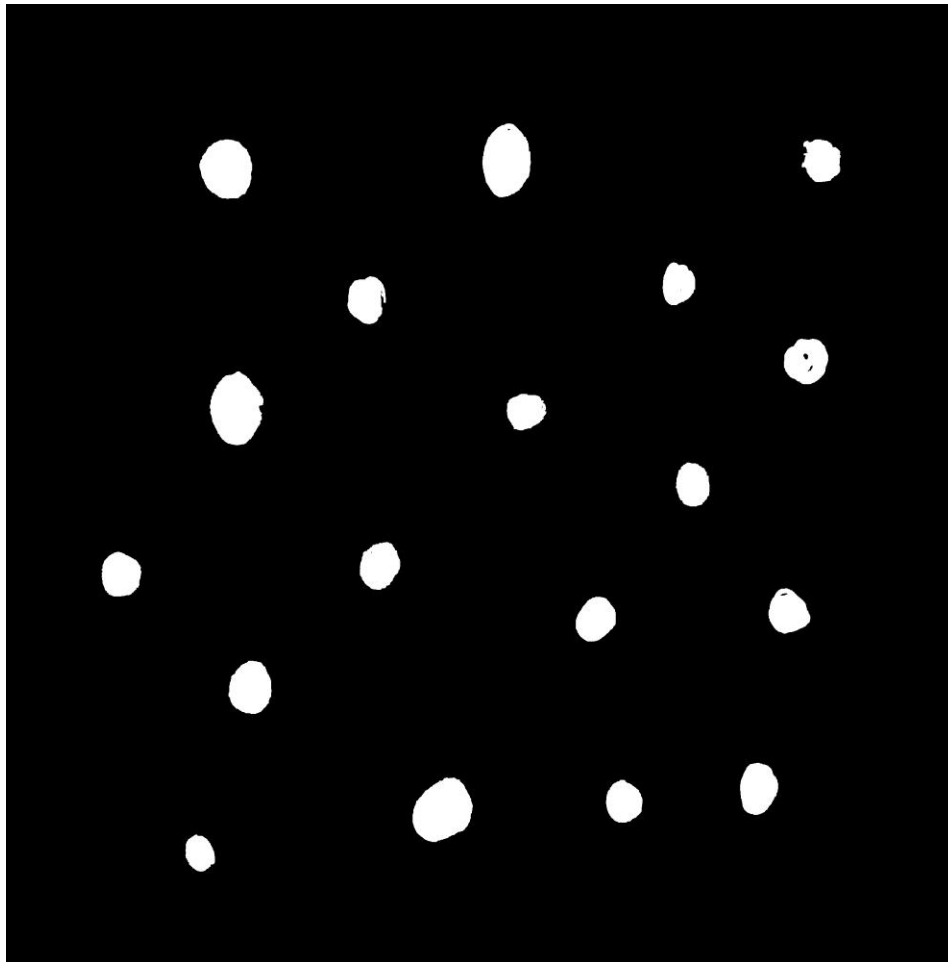
kernel = [

[0, 1, 0],

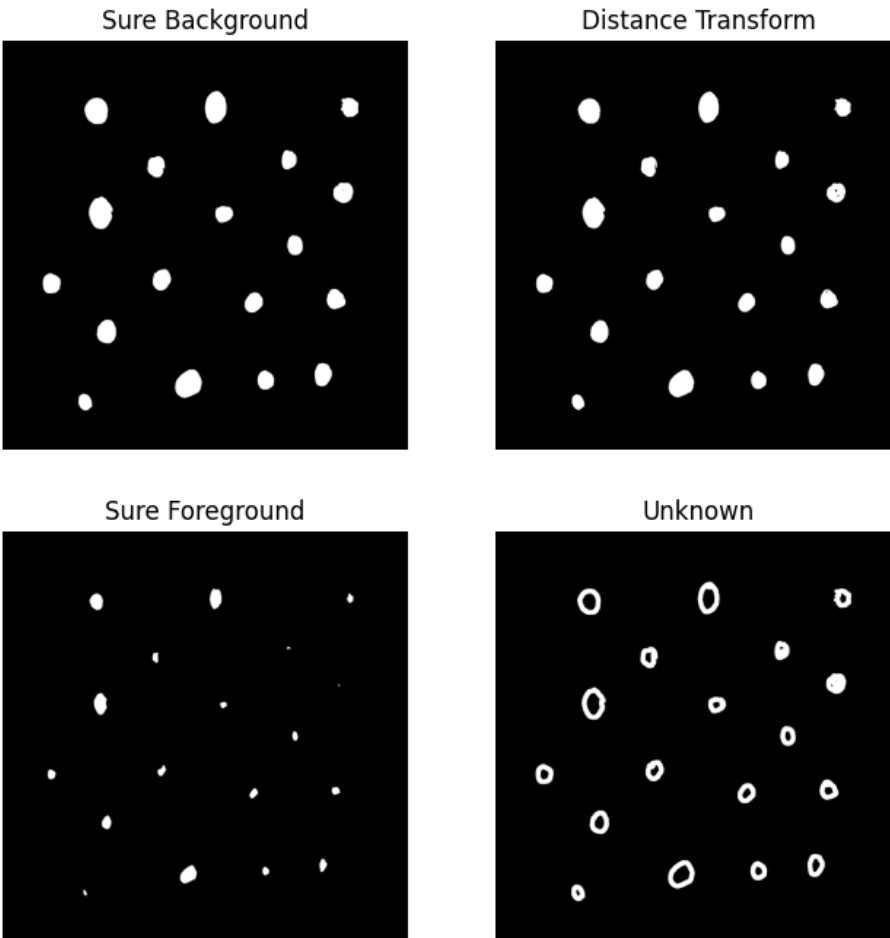
[1, 1, 1],

[0, 1, 0]

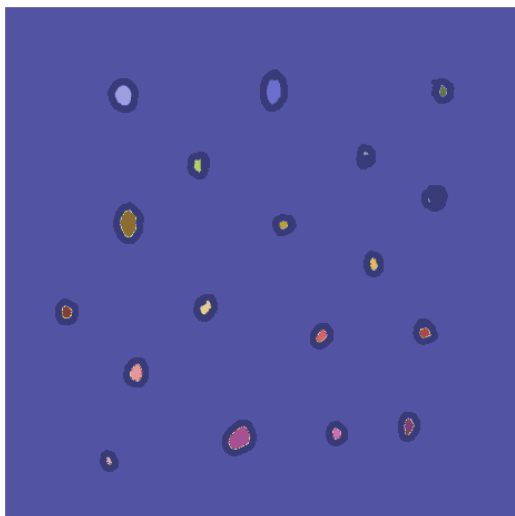
]



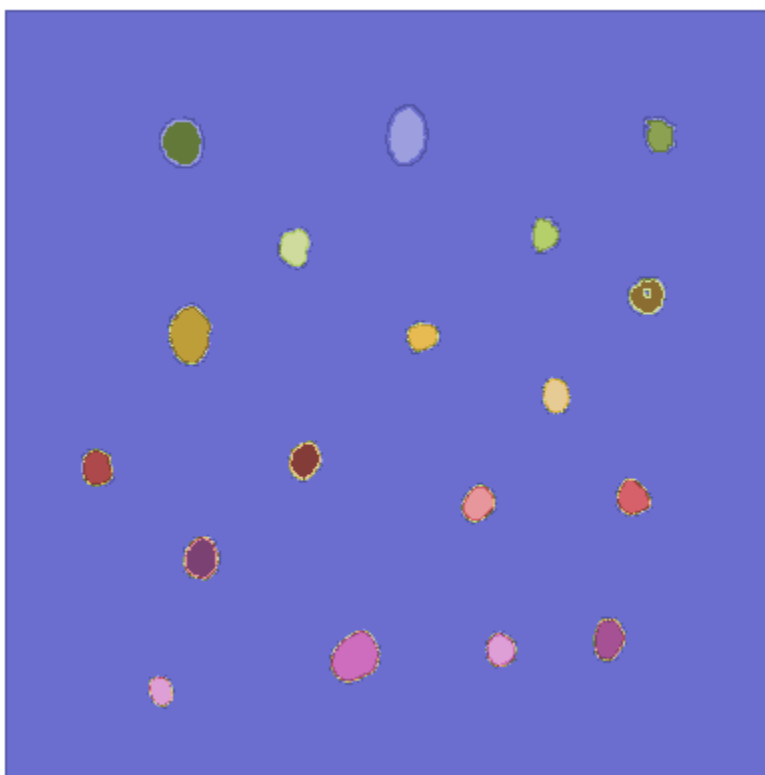
4 . Finding foreground and background pixels subtraction of foreground and background to get unknown pixels



5. Marker labelling (identifies minima's in binary image sure foreground)



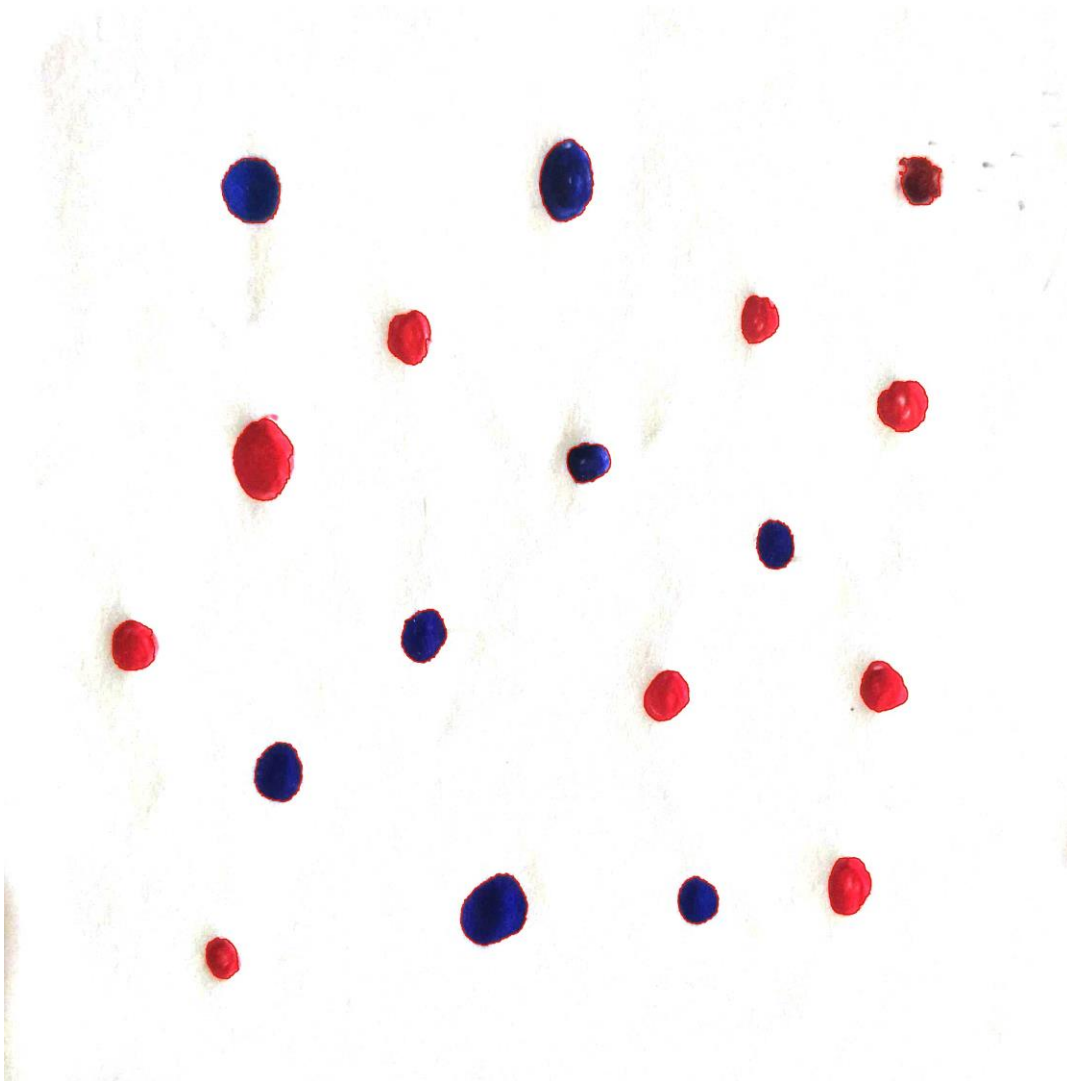
6. Create a binary image in which only the area of the label is in the foreground and the rest of the image is in the background and flooding starts contours extraction



7.no of contours = no of dots

output: Number of dots: 18

Output image(red contours as borders)



#cs21b2016