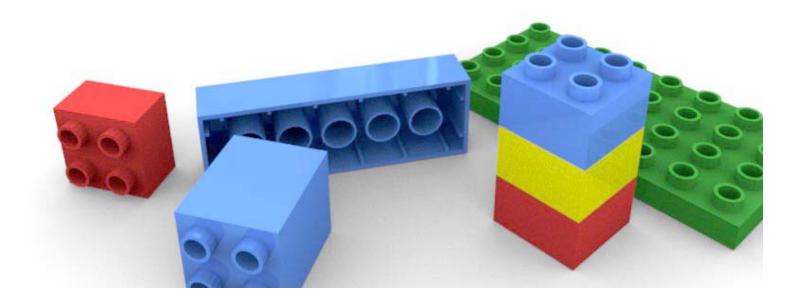
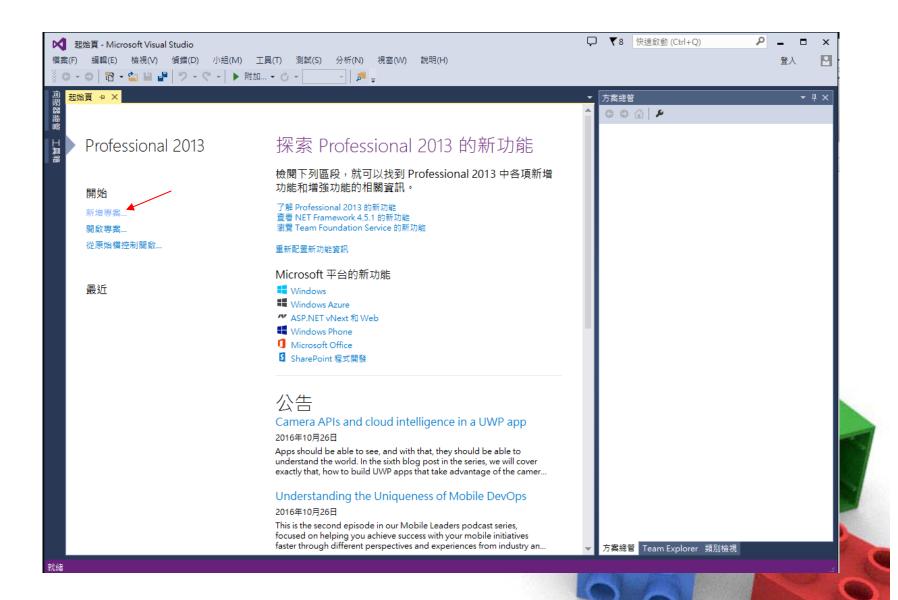
C++程式講解

影像處理

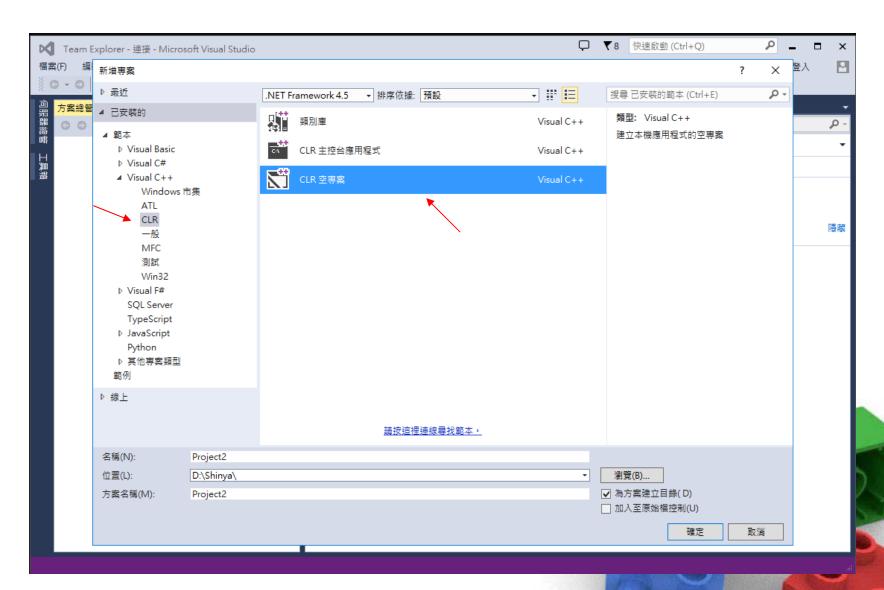
2021.10.07



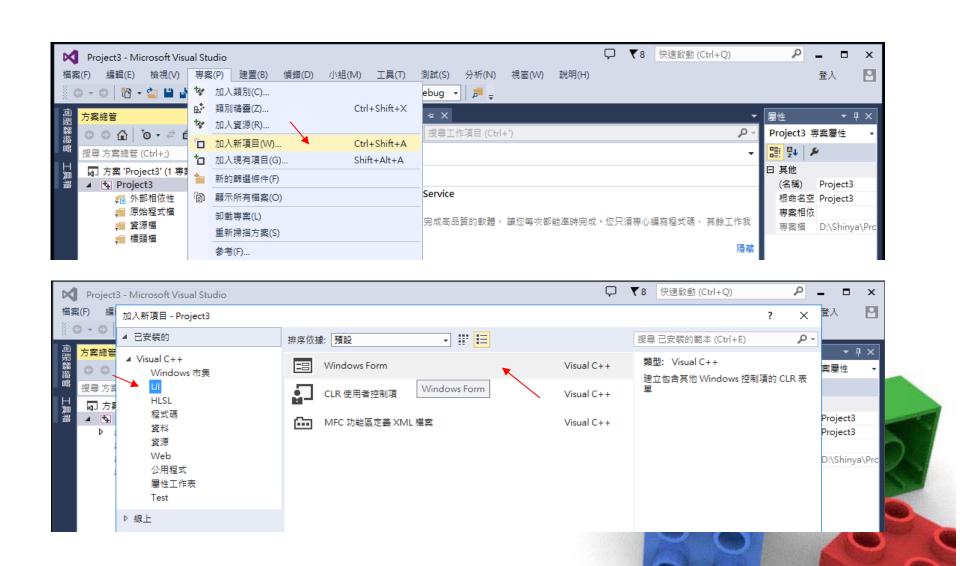
起始畫面



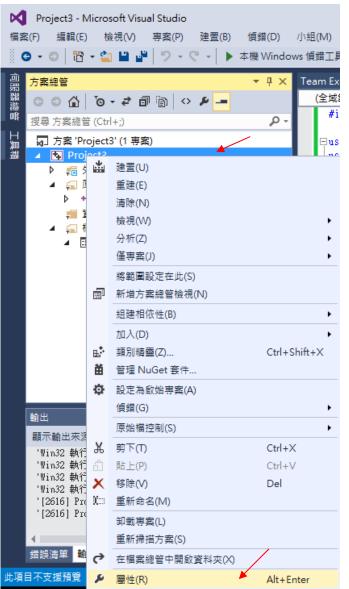
新增專案

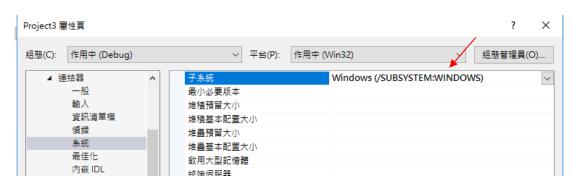


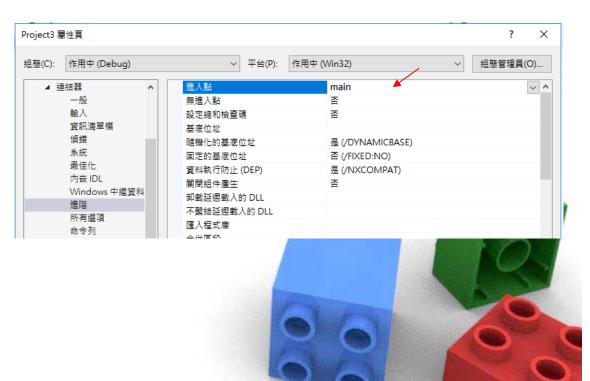
新增專案(2)



新增專案(3)

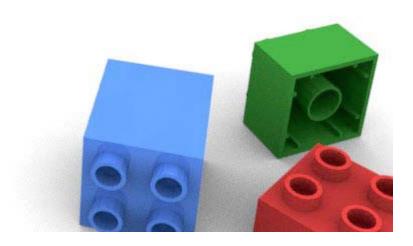




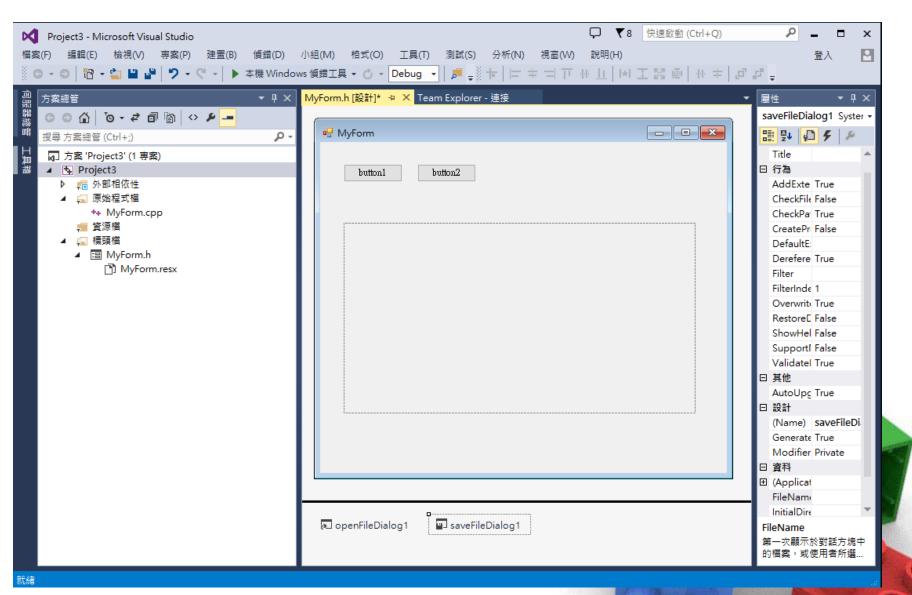


Add Items

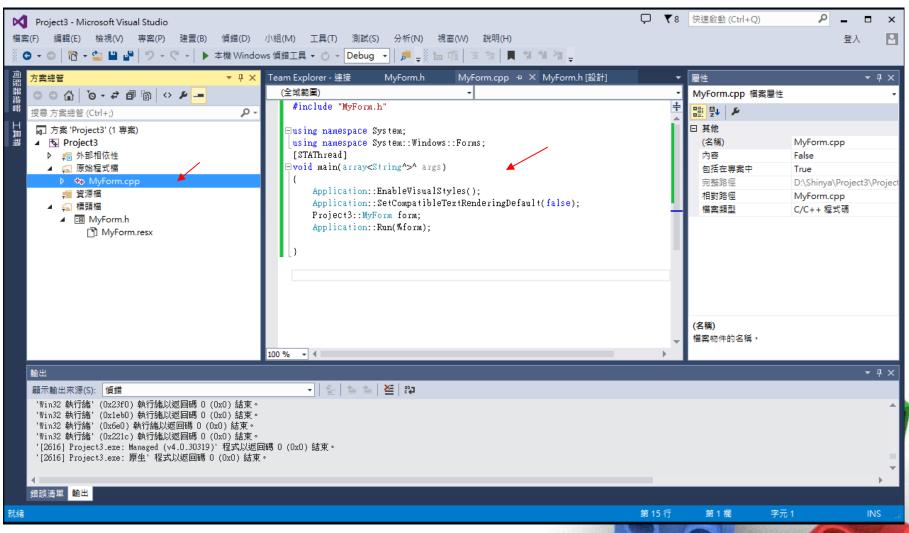
- 加入一個 Button、pictureBox、openfileDialog
 - savefileDialog
 - Button: 執行 button 內部的程式碼
 - pictureBox: 展示圖片
 - openfileDialog: 開檔需要的執行元件
 - savefileDialop: 存檔需要的執行元件



編輯界面



Coding



(可參考範例程式)

Code for read image, inverse and display

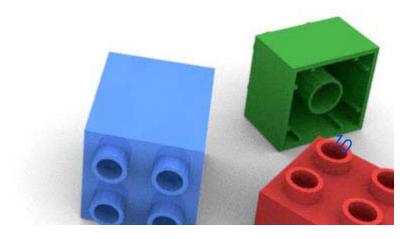
```
if( openFileDialog1->ShowDialog() == System::Windows::Forms::DialogResult::OK)
   // 如果成功開檔
   Bitmap^ openImg=gcnew Bitmap(openFileDialog1->FileName);
   Bitmap^ temp = gcnew Bitmap(openImg ->Width,openImg->Height);
   //宣告暫存的 Bitmap
   pictureBox1->Image = openImg;
   for(int i = 0; i < temp->Height; i++)
       for(int j = 0; j <temp->Width ; j++)
           Color RGB = openImg->GetPixel(j,i);
           //讀取影像平面上 (j,i) 的 RGB 資訊
           //這邊要注意因為縱軸座標是 i 横軸座標是 j 所以要寫成 (j,i);
           int invR = Convert::ToInt32(255-RGB.R);
           int invG = Convert::ToInt32(255-RGB.G);
           int invB = Convert::ToInt32(255-RGB.B);
           //RGB 是VS內建的class 可以直接讀取影像的色彩資訊 R = Red G = Green B =Blue
           temp->SetPixel( j, i, Color::FromArgb(invR, invG, invB ) );
       pictureBox2->Image = temp;
```

Code for save image

```
SaveFileDialog ^ saveFileDialog1 = gcnew SaveFileDialog();
saveFileDialog1->Filter = "JPeg Image|*.jpg|Bitmap Image|*.bmp|Gif Image|*.gif";
saveFileDialog1->Title = "Save an Image File";

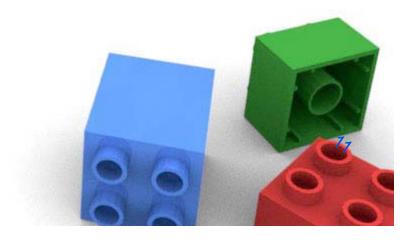
if (saveFileDialog1->ShowDialog() == System::Windows::Forms::DialogResult::OK) {
    String^ sfd = saveFileDialog1->FileName;

    pictureBox2->Image->Save(sfd,System::Drawing::Imaging::ImageFormat::Jpeg);
} //button
```

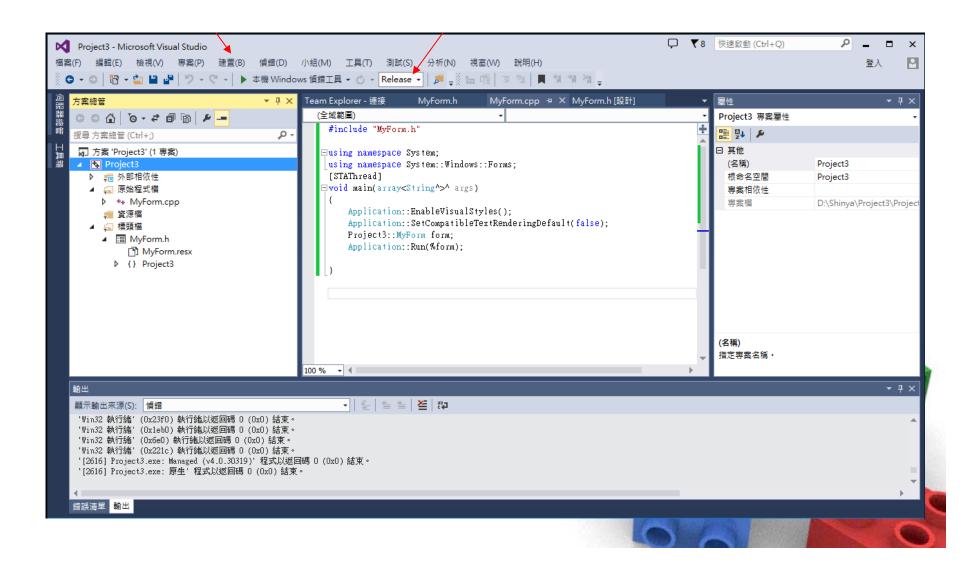


References

- MS API
 - http://msdn.microsoft.com/zh-tw/library/ms123401.aspx
- .NET Framework 類別庫
 - http://msdn.microsoft.com/zh-tw/library/gg145045.aspx
- GOOGLE 是大家的好朋友!
 - http://www.google.com.tw
- 範例程式



執行檔上傳版本請更改為Release



Thanks for affention.

