1. convert a (color) image to gray scale (use 30% red + 59% green + 11% blue)

2. negate an image

3. binary threshold an image (get threshold from user)

4. posterize an image (get number of levels from user)

5. increase/decrease image brightness (get amount from user)

6. increase/decrease image contrast with a linear ramp (get endpoints from user)

7. adjust image gamma with a power transformation (Equation 3.2-3) (get gamma from user)

8. compress the image dynamic range with a log transformation (Equation 3.2-2)

9. discrete 8-level pseudocolor (e.g., Figure 6.20)

10. continuous pseudocolor (e.g., Figure 6.22 and Problem 6.5)

11. automated contrast stretch (between min/max intensities)

12. modified contrast stretch (get endpoints from user, as percentages of dark and light pixels to ignore)

13. histogram display

14. histogram equalization

15. histogram equalization with clipping (get clipping threshold from user, as percentage of total number of pixels)

16. bit-plane slicing (get plane from user)

17. some other point process