

## **FL#2**

1. Generate random image (MxN) noise.
  - A. Uniform, Gaussian noise
  - B. Input : MxN
  - C. Output : MxN random noise
  
2. Compute MSE and PSNR.
  - A. Input : image1, image2
  - B. Output : MSE, PSNR
  
3. Design KxK Box and Gaussian filter kernel generation function.
  - A. Input : filter size (K), Gaussian std (for Gaussian kernel)
  - B. Output : KxK Box and Gaussian filter kernel
  
4. Design zero and mirror padding methods.
  - A. Input : NxN image, padding width P
  - B. Output : (N+2P)x(N+2P) padded image
  
5. Design image filtering.
  - A. Use padding for complete processing.
  - B. Input : image (NxN), filter (KxK)
  - C. Output : filtered image (NxN)