#### **Experiment No: 3**

**Aim:** Write a Python program to read an image from a file system and write the negative of the image back with a different name.

### Algorithm:

- 1. Read the image and store it into some container to perform operations on it
- 2. Get rgb value of the pixel
- 3. Calculate new RGB values as shown:

```
1. R = 255 - R
```

2. G = 255 - G

3. B = 255 - B

- 4. Save the new RGB value in the pixel
- 5. Repeat step 2 4 for each pixel of the image
- 6. Choose a directory to store the new image
- 7. Store the negative image into the selected directory

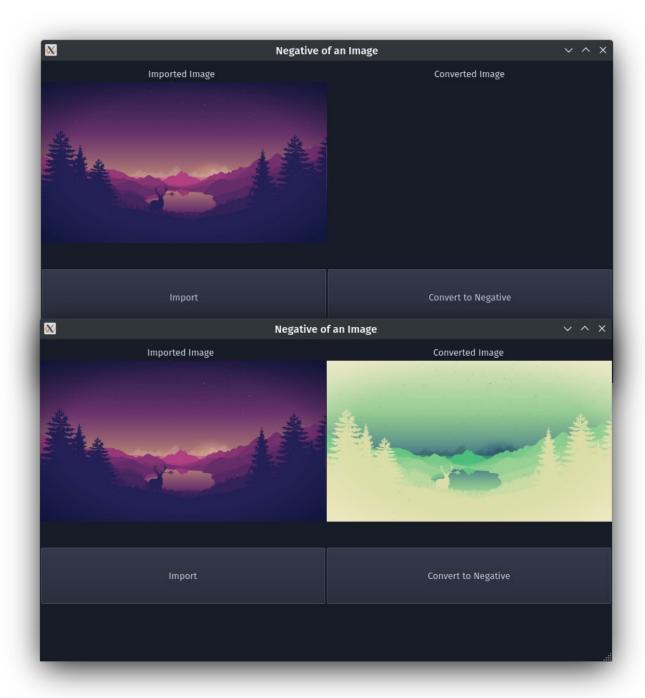
#### Program:

#### **Python Code:**

```
def show_image(self):
file_filter = 'Image File (*.jpg *.png)'
fname = QtWidgets.QFileDialog.getOpenFileName(parent=self.centralwidget,
caption='Select an Image',
directory="/run/media/deeprajb/HDD/Important Photos/Wallpapers",
filter=file_filter)
self.img = cv2.imread(fname[0])
self.img1 = QtGui.Qlmage(self.img.data, self.img.shape[1], self.img.shape[0],
QtGui.Qlmage.Format_RGB888).rgbSwapped()
self.imageinput.setPixmap(QtGui.QPixmap.fromImage(self.img1))
def convert_to_negative(self):
(row, col) = self.img.shape[0:2]
for i in range(0,row-1):
for j in range(0,col-1):
pixel = self.img[i, j]
# get red pixel
pixel[0] = 255 - pixel[0]
# get green pixel
pixel[1] = 255 - pixel[1]
# get blue pixel
pixel[2] = 255 - pixel[2]
self.img[i, j] = pixel
cv2.imwrite('negative_output.jpg',self.img)
self.imageoutput.setPixmap(QtGui.QPixmap("negative_output.jpg"))
```

## **Output:**

# **Python GUI Output:**



**Conclusion:** Program to read an image and convert it into negative was written and executed successfully.

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