

COLOUR TOLERANCE

Version 0.1
Computing
COMP120

Dr Michael Scott

1 This algorithm checks if an existing pixel is close to another in colour

Algorithm 1 Colour Tolerance

Require:

a threshold value, $0 \leq t \leq 255$

a colour in RGB format, $0 \leq c_{0..2} \leq 255$

a pixel in RGB format, $0 \leq p_{0..2} \leq 255$

```
1: function TOLERANCE(color c, pixel p, threshold t)
2:    $d \leftarrow \sum_{i=0}^2 (p_i - c_i)^2$ 
3:   if  $r < t$  then
4:     return true
5:   else
6:     return false
7:   end if
8: end function
```
