

ClearEdges

+ currentProgress: ProgressDialog

+ frontView: ImageView

- white: Bitmap

+ m: Mat

+ void : doInBackground( Void )

+ void: onPostExecute( Void )

+ void : onPreExecute( Void )

SaveCurrentImage

+ currentProgress: ProgressDialog

- resultImage: Bitmap

- root: String

- fname: String

- myDir: File

- file: File

- out: FileOutputStream

- generator: Random

+ view: RelativeLayout

+ frontView: ImageView

+ void : doInBackground( Void )

+ void: onPostExecute( Void )

+ void : onPreExecute( Void )

SobelTechnique

+ currentProgress: ProgressDialog

- sobel: Bitmap

+ frontView: ImageView

- flood1: Bitmap

+ void : doInBackground( Void )

+ void: onPostExecute( Void )

+ void : onPreExecute( Void )

CannyTechnique

+ currentProgress: ProgressDialog

- cannys: Bitmap

+ frontView: ImageView

- flood1: Bitmap

+ void : doInBackground( Void )

+ void: onPostExecute( Void )

+ void : onPreExecute( Void )

ThresholdTechnique

+ currentProgress: ProgressDialog

- threshold: Bitmap

+ frontView: ImageView

- flood1: Bitmap

+ void : doInBackground( Void )

+ void: onPostExecute( Void )

+ void : onPreExecute( Void )

LaplacianTechnique

+ currentProgress: ProgressDialog

- laplacian: Bitmap

+ frontView: ImageView

- flood1: Bitmap

+ void : doInBackground( Void )

+ void: onPostExecute( Void )

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