#include <stdio.h>

#include <iostream>

#include <opencv2/highgui/highgui.hpp>

#include <opencv2/imgproc/imgproc.hpp>

#include <opencv2/core/core.hpp>

using namespace cv;

using namespace std;

int i,j,x;

Mat morph(Mat img1,Mat img2,int x)

{

Mat img3(600, 600, CV\_8UC3, Scalar(255,255,255));

for(i=0; i<600; i++){

for(j=0; j<600; j++){

img3.at<Vec3b>(i,j)[0] = (x/100.0)\*img1.at<Vec3b>(i,j)[0] + ((100-x)/100.0)\*img2.at<Vec3b>(i,j)[0];

img3.at<Vec3b>(i,j)[1] = (x/100.0)\*img1.at<Vec3b>(i,j)[1] + ((100-x)/100.0)\*img2.at<Vec3b>(i,j)[1];

img3.at<Vec3b>(i,j)[2] = (x/100.0)\*img1.at<Vec3b>(i,j)[2] + ((100-x)/100.0)\*img2.at<Vec3b>(i,j)[2];

}

}

return img3;

}

int main(){

Mat img1= imread("6.png");

Mat img2= imread("61.png");

namedWindow("600",WINDOW\_NORMAL);

createTrackbar("t","600",&x,100);

Mat img3(600, 600, CV\_8UC3, Scalar(255,255,255));

while(1){

imshow("600",morph(img1,img2,x));

waitKey(5);

}

}