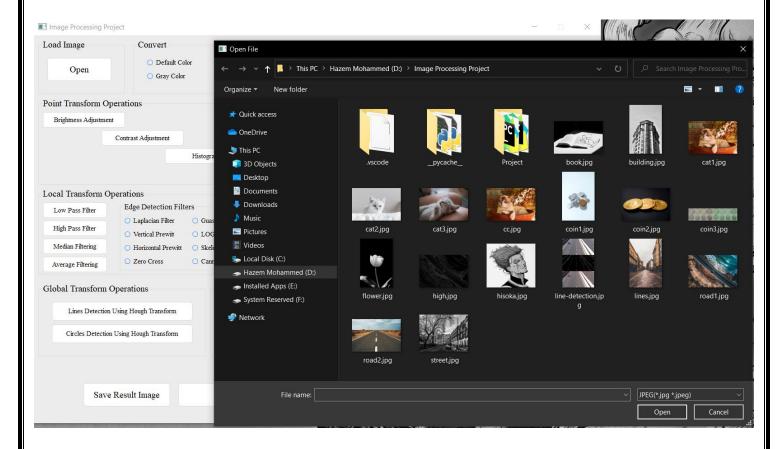
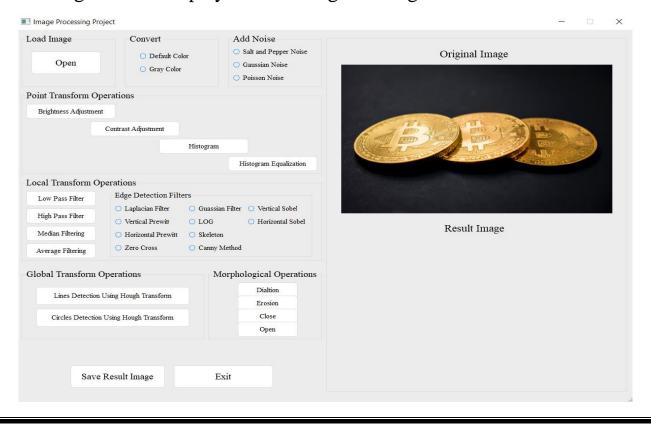
When you run main.py the main window will appear to you. Image Processing Project X Add Noise Load Image Convert O Salt and Pepper Noise Original Image O Default Color Open O Gaussian Noise O Gray Color O Poisson Noise Point Transform Operations Brightness Adjustment Contrast Adjustment Histogram Histogram Equalization **Local Transform Operations** Edge Detection Filters Low Pass Filter Laplacian Filter O Guassian Filter Vertical Sobel High Pass Filter Vertical Prewitt LOG Horizontal Sobel Result Image Median Filtering O Horizontal Prewitt O Skeleton Zero Cross O Canny Method Average Filtering **Global Transform Operations** Morphological Operations Dialtion Lines Detection Using Hough Transform Erosion Close Circles Detection Using Hough Transform Open Save Result Image Exit

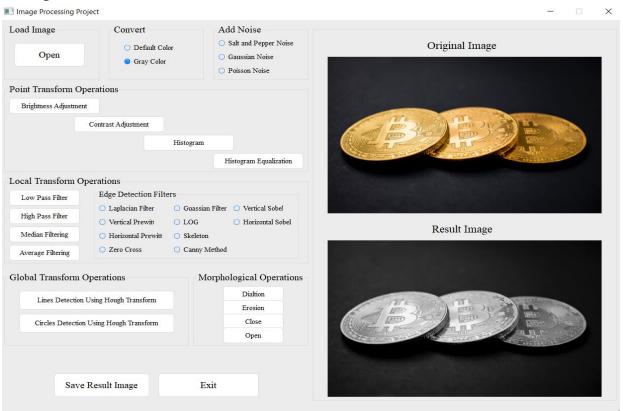
• When you click the open button, the dialog bow will appear to you and choose a photo to open.



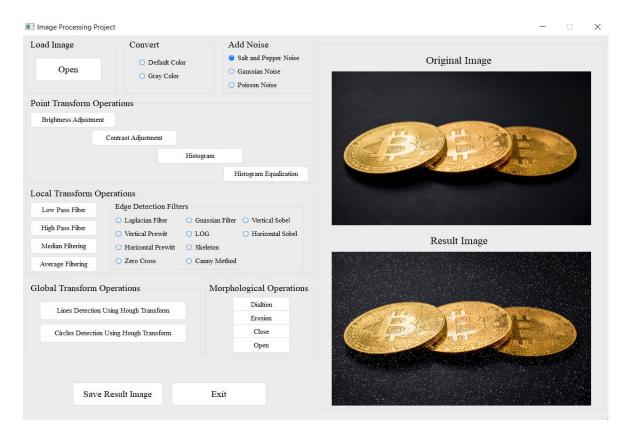
• The image will be displayed in the original image box.



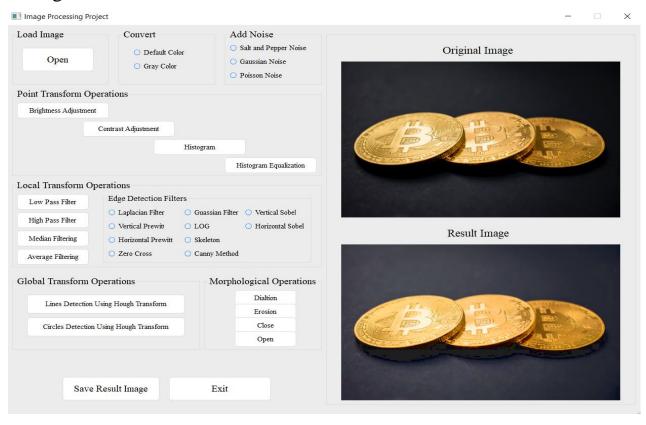
 You can display the gray-scale version of the image by checking the Gray Image radio button.

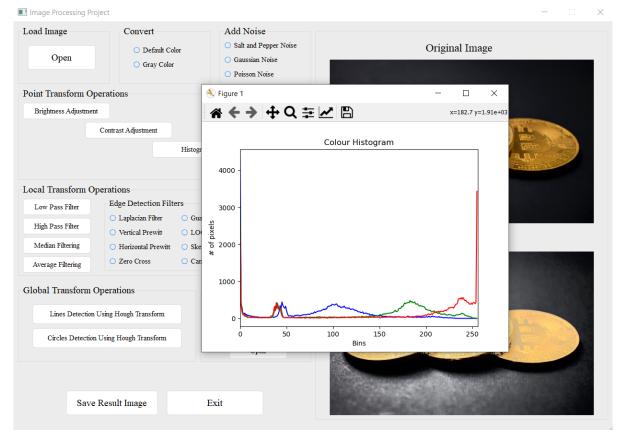


• You can add noise to the image.

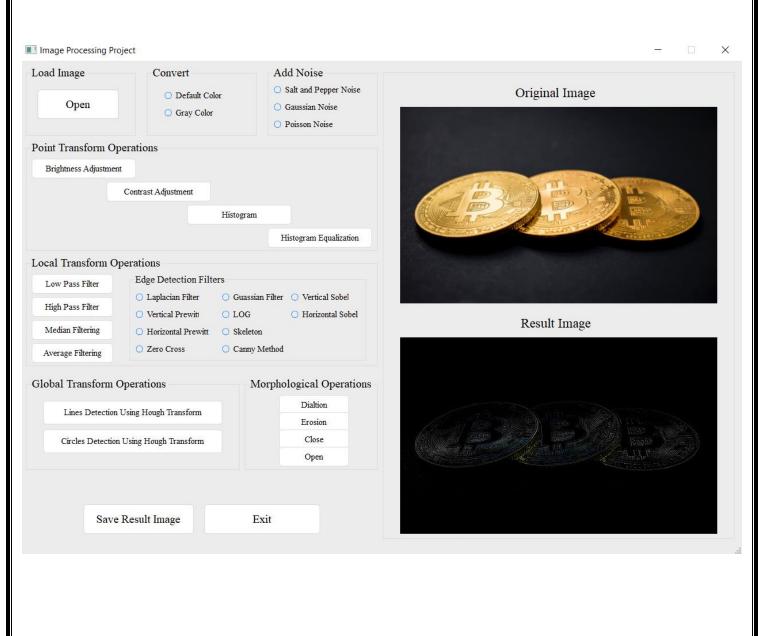


 You can apply any of the point transform operations like brightness adjustment that is applied in the image below and also show the image histogram.

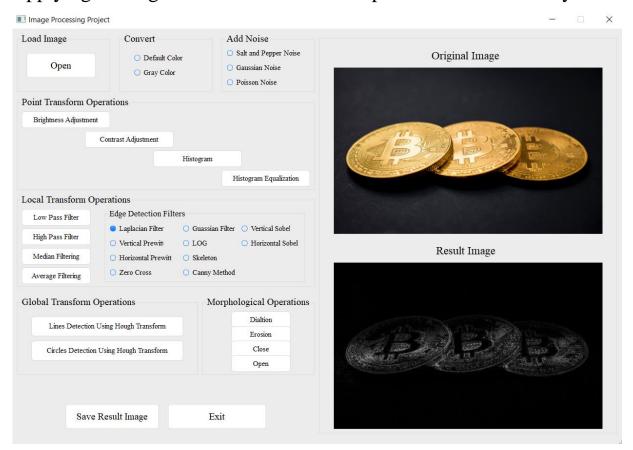




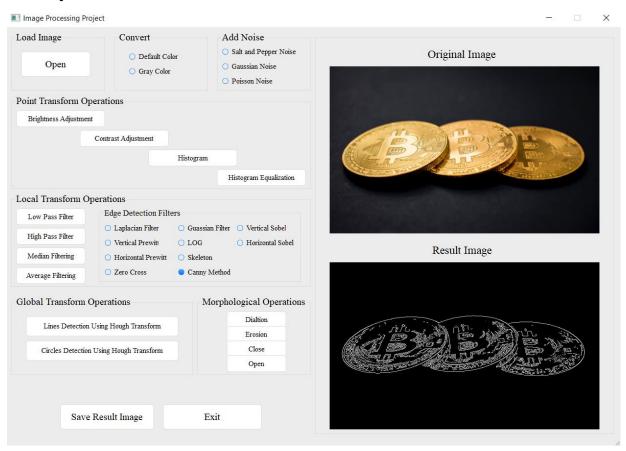
• You can apply any of the local transform operations like the high-pass-filter that is applied in the image below.



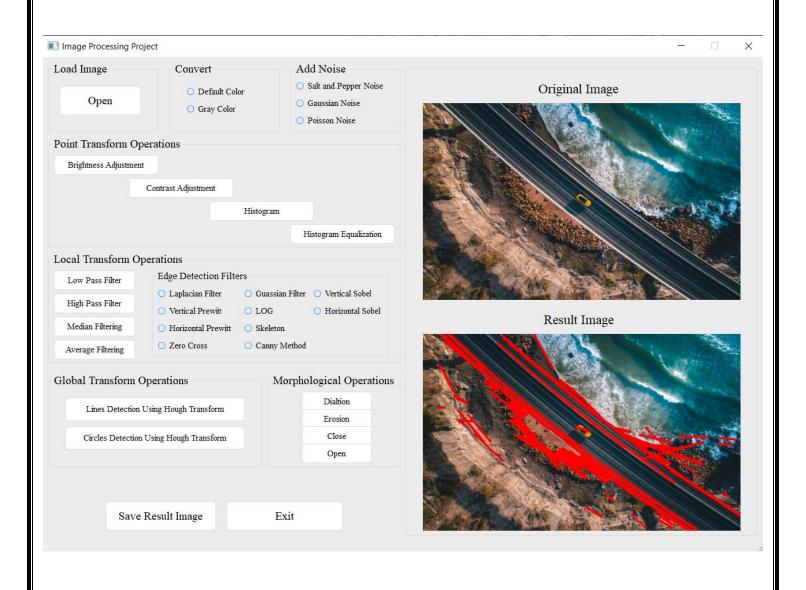
• Applying the edge detection filters like Laplacian filter and canny.



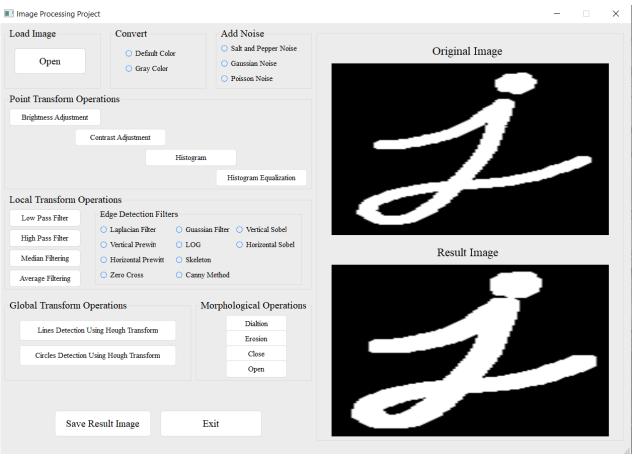
• Canny method.

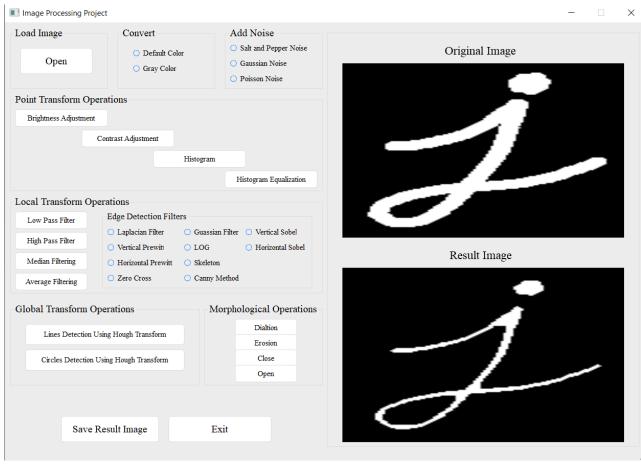


• You can apply the global transform operations like Hough line detection that is applied in the image below.

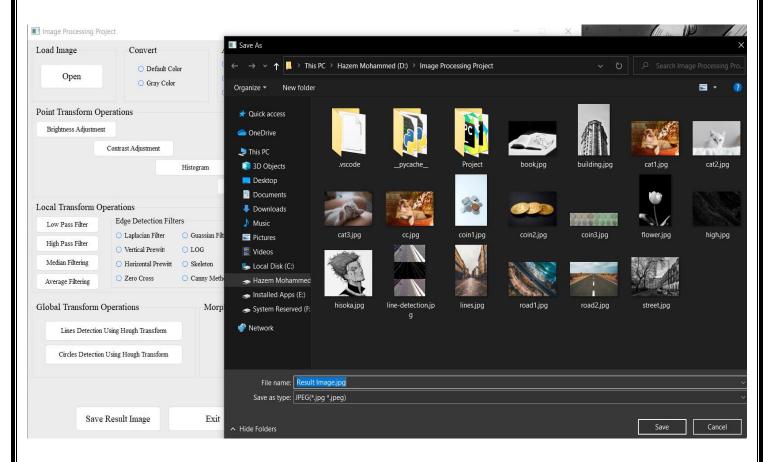


• Applying the morphological operations like dilation and erosion.





• You can save the result image by clicking its button below and a dialog box will appear to you to choose the location and the image name.



• Use the exit button to exit the program.