**LAB ACTIVITY**

**PENGOLAHAN CITRA DIGITAL**

**Pertemuan 5 – Bitmap VS VektorFile**

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| Kelas: 5 CA | Mata Kuliah: Pengolahan Citra Digital |

**Alat dan Bahan:**

1. Text Editor
2. Python
3. Library Python numpy, opencv
4. Google Colab (Opsional)
5. **Menggambar Menggunakan Python**

Source Code:

**import numpy as np**

**import cv2 as cv**

***# Menentukan canvas***

**img = np.ones((512, 512, 3), np.uint8)\*255**

***# Menggambar garis***

**cv.line(img, (256, 256), (128, 128), (255, 0, 0), 5)**

***# Menggambar segi empat***

**cv.rectangle(img, (200, 200), (300, 300), (0, 255, 0), -1)**

***# Menggambar lingkaran***

**cv.circle(img, (128, 128), 60, (255, 0, 255), -1)**

***# Menggambar elipse***

**cv.ellipse(img, (128, 90), (70, 30), 0, 0, 360, (0, 0, 0), 5)**

***# Menggambar poligon***

**pts = np.array([[50, 50], [90, 90], [60, 40]], np.int32)**

**cv.polylines(img, [pts], True, (128, 128, 0), 3)**

***# Menyisipkan teks***

**font = cv.FONT\_HERSHEY\_SIMPLEX**

**cv.putText(img, "Muhammad Rifqi Amir Putra", (10, 500), font, .5, (0, 0, 0), 1, cv.LINE\_AA)**

**cv.imshow("My Drawing", img)**

**cv.waitKey(0)**

**cv.destroyAllWindows()**

Hasil:

A screenshot of a computer

Description automatically generated