#ifndef CROP\_LAYER\_H

#define CROP\_LAYER\_H

#include "image.h"

#include "layer.h"

#include "network.h"

typedef layer crop\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

image get\_crop\_image(crop\_layer l);

crop\_layer make\_crop\_layer(int batch, int h, int w, int c, int crop\_height, int crop\_width, int flip, float angle, float saturation, float exposure);

void forward\_crop\_layer(const crop\_layer l, network\_state state);

void resize\_crop\_layer(layer \*l, int w, int h);

#ifdef GPU

void forward\_crop\_layer\_gpu(crop\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif