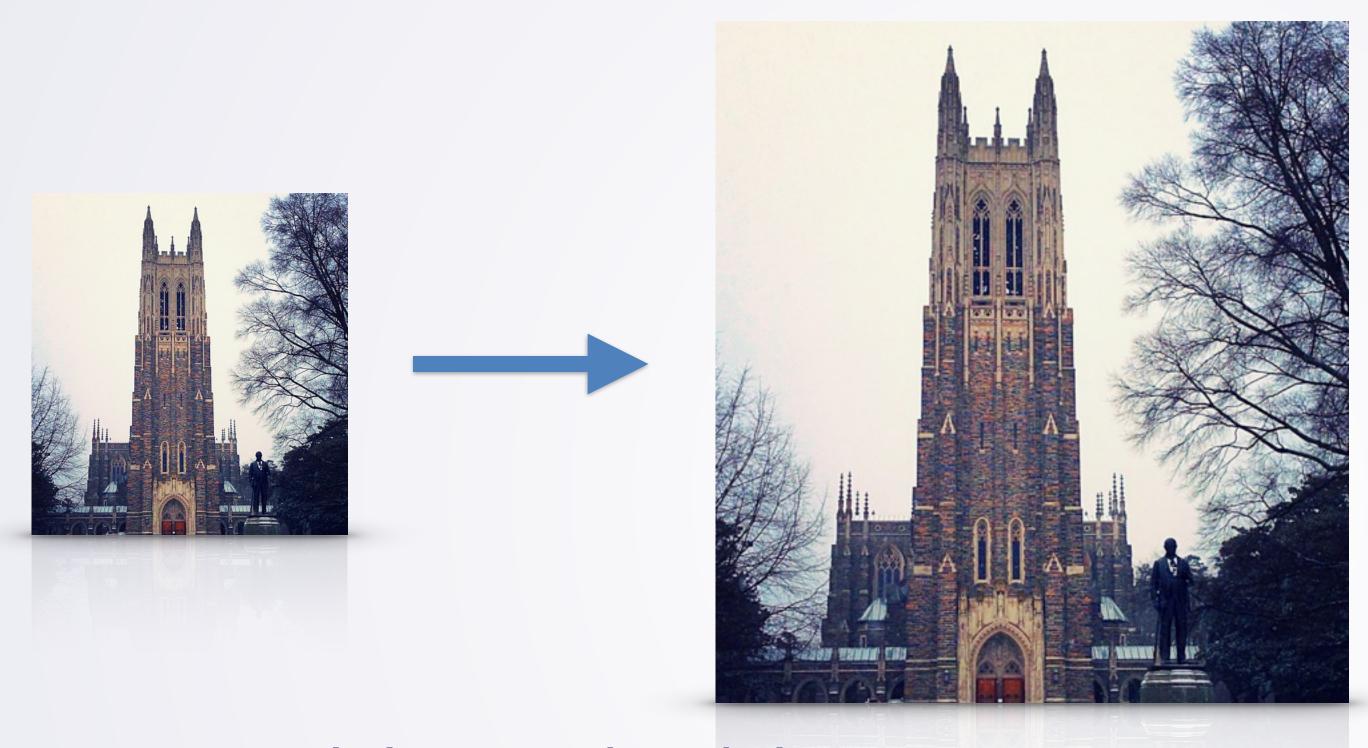
Enlarging an Image

Applying the Seven-step Process



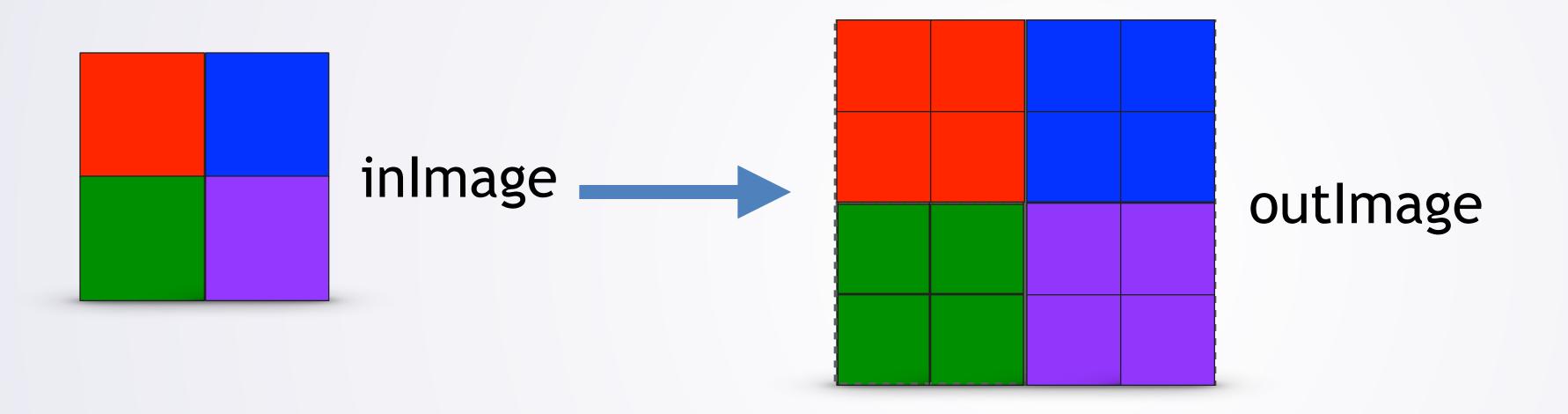
Double Size of Image



- Problem: double image size
 - Twice width + height
- 7 Steps

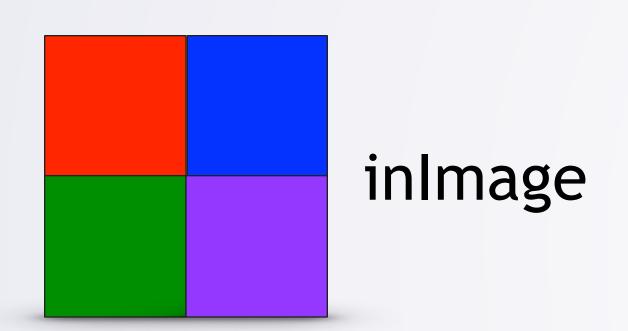


Step 1: Small Instance by Hand



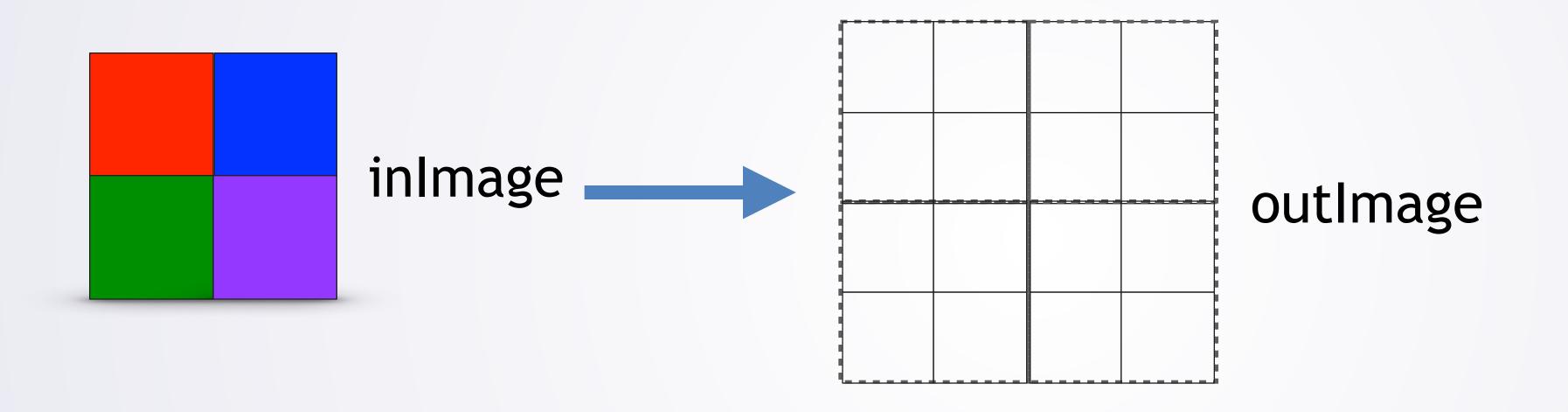
• $2x2 \rightarrow 4x4$



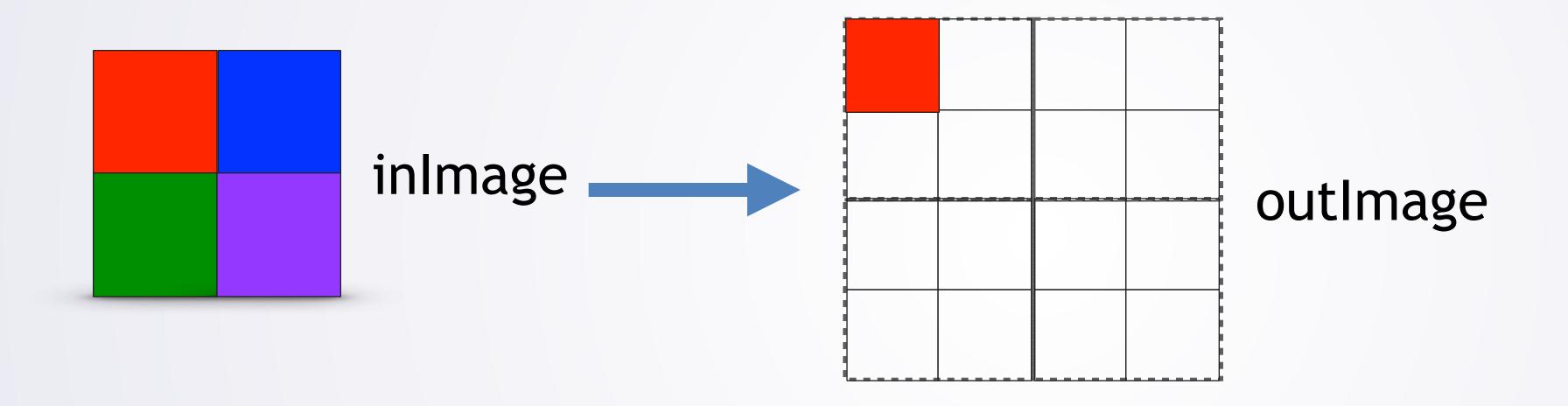


1 I started with the image I wanted (inImage)



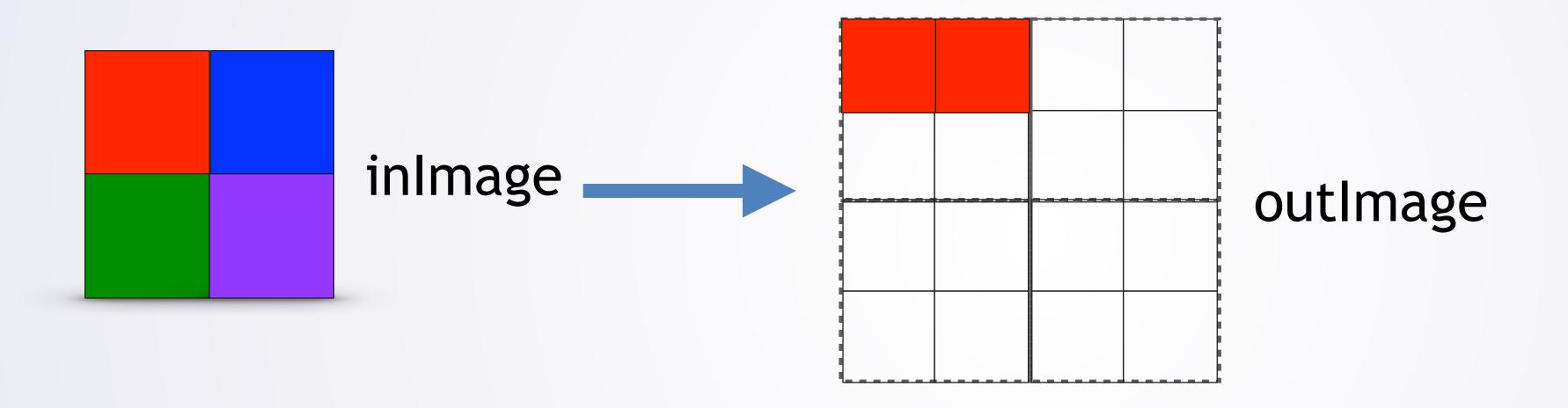


2 I made a blank image (outlmage) twice as wide and twice as tall as inlmage



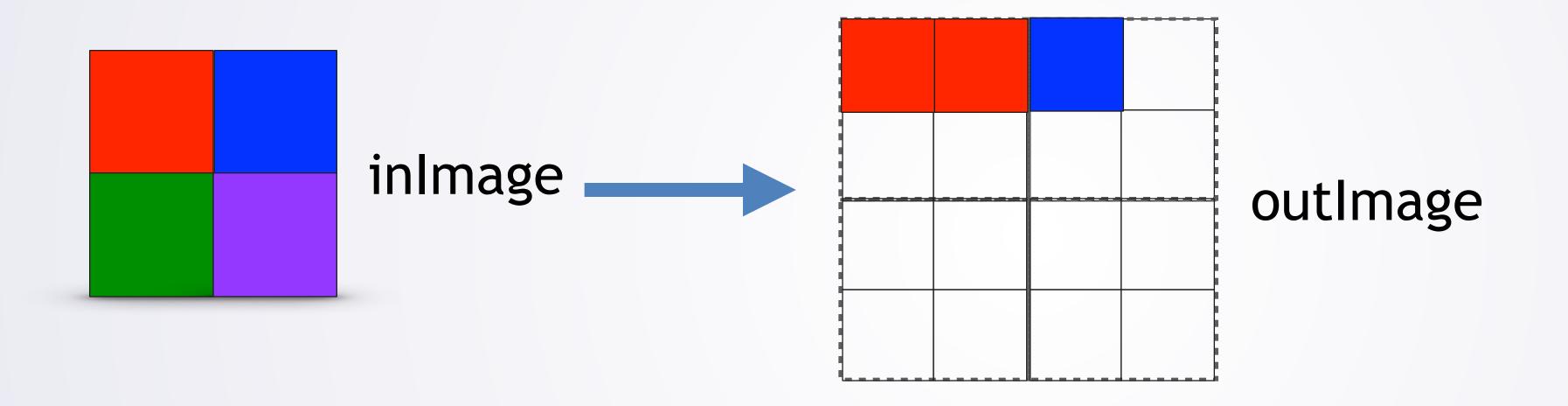
3 I made outlmage's 1st pixel red





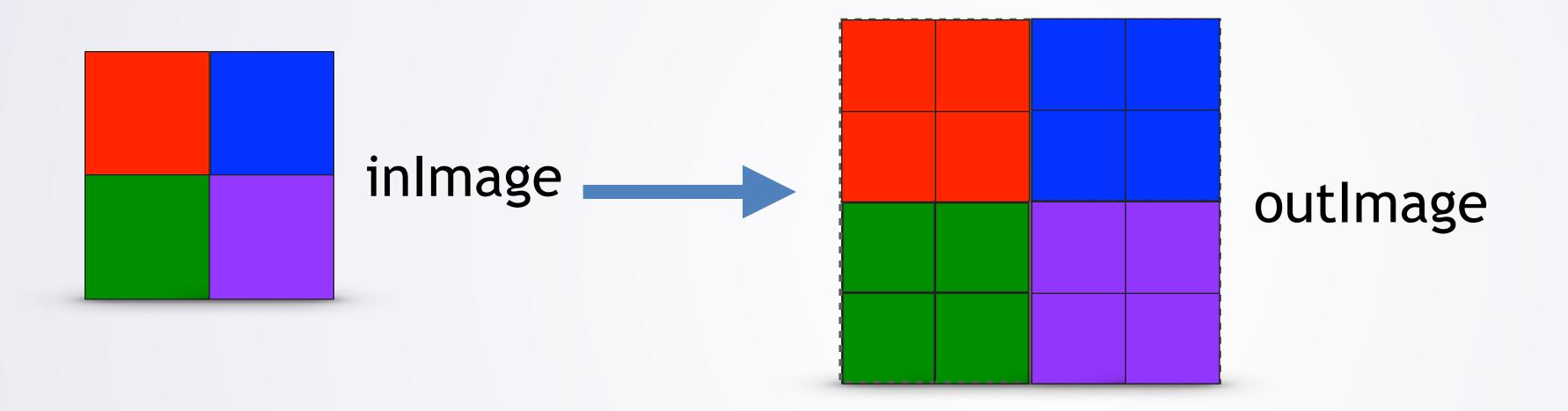
4 I made outlmage's 2nd pixel red





5 I made outlmage's 3rd pixel blue





18 I made outlmage's 16th pixel purple



- 1 I started with the image I wanted (inImage)
- 2 I made a blank image (outlmage) twice as wide and twice as tall as inImage



- 3 I made outlmage's 1st pixel red
- 4 I made outlmage's 2nd pixel red
- 5 I made outlmage's 3rd pixel blue
- 6 I made outlmage's 4th pixel blue
- 7 I made outlmage's 5th pixel red
- 8 I made outlmage's 6th pixel red
- 9 I made outlmage's 7th pixel blue
- 10 I made outlmage's 8th pixel blue

- 11 ... 9th pixel green
- 12 ... 10th pixel green
- 13 ...11th pixel purple
- 14 ...12th pixel purple
- 15 ...13th pixel green
- 16 ...14th pixel green
- 17 ...15th pixel purple
- 18 ... 16th pixel purple



- 3 I made outImage's 1st pixel red
- 4 I made outImage's 2nd pixel red
- 5 I made outImage's 3rd pixel blue
- 6 I made outImage's 4th pixel blue
- 7 I made outImage's 5th pixel red
- 8 I made outImage's 6th pixel red
- 9 I made outImage's 7th pixel blue
- 10 I made outImage's 8th pixel blue

- 11 ... 9th pixel green
- 12 ...10th pixel green
- 13 ...11th pixel purple
- 14 ...12th pixel purple
- 15 ...13th pixel green
- 16 ...14th pixel green
- 17 ...15th pixel purple
- 18 ...16th pixel purple



- 3 I made outImage's 1st pixel red
- 4 I made outImage's 2nd pixel red
- 5 I made outImage's 3rd pixel blue
- 6 I made outImage's 4th pixel blue
- 7 I made outImage's 5th pixel red
- 8 I made outImage's 6th pixel red
- 9 I made outImage's 7th pixel blue
- 10 I made outImage's 8th pixel blue

- 11 ... 9th pixel green
- 12 ...10th pixel green
- 13 ...11th pixel purple
- 14 ...12th pixel purple
- 15 ...13th pixel green
- 16 ...14th pixel green
- 17 ...15th pixel purple
- 18 ...16th pixel purple



- 3 I made outImage's 1st pixel red
- 4 I made outImage's 2nd pixel red
- 5 I made outImage's 3rd pixel blue
- 6 I made outImage's 4th pixel blue
- 7 I made outImage's 5th pixel red
- 8 I made outImage's 6th pixel red
- 9 I made outImage's 7th pixel blue
- 10 I made outImage's 8th pixel blue

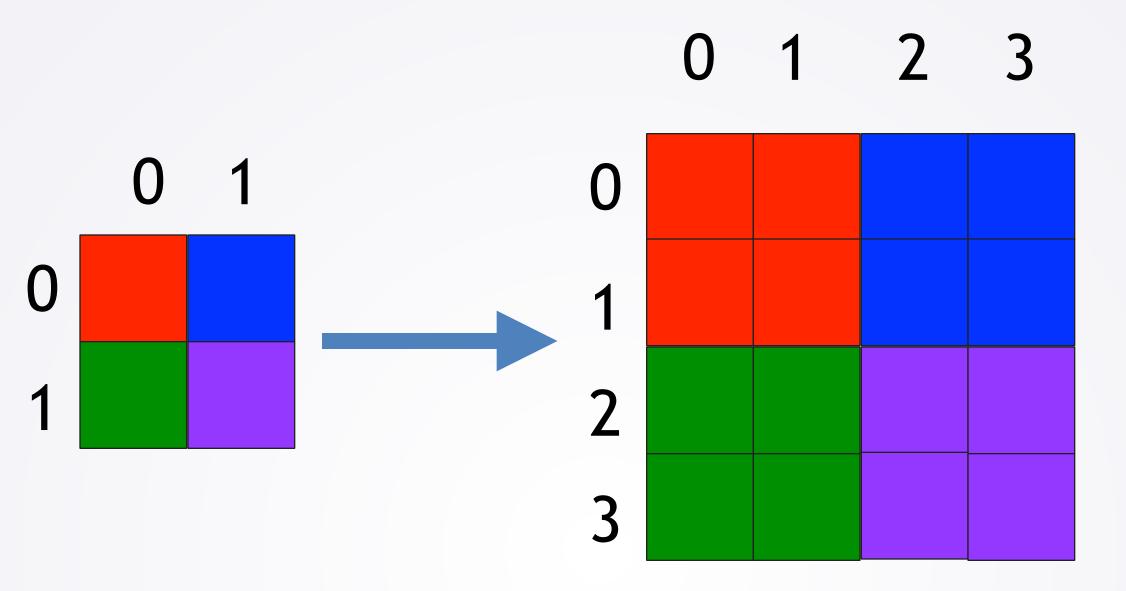
- 11 ... 9th pixel green
- 12 ...10th pixel green
- 13 ...11th pixel purple
- 14 ...12th pixel purple
- 15 ...13th pixel green
- 16 ...14th pixel green
- 17 ...15th pixel purple
- 18 ...16th pixel purple



- 3 I made outImage's 1st pixel red
- 4 I made outImage's 2nd pixel red
- 5 I made outImage's 3rd pixel blue
- 6 I made outImage's 4th pixel blue
- 7 I made outImage's 5th pixel red
- 8 I made outImage's 6th pixel red
- 9 I made outImage's 7th pixel blue
- 10 I made outImage's 8th pixel blue

- 11 ... 9th pixel green
- 12 ...10th pixel green
- 13 ...11th pixel purple
- 14 ...12th pixel purple
- 15 ...13th pixel green
- 16 ...14th pixel green
- 17 ...15th pixel purple
- 18 ...16th pixel purple





Find pattern in pixel used

To color pixel with x =	Look at pixel with x =
0	0
1	0
2	1
3	1



To color pixel with x	x/2	floor(x/2)	Look at pixel with x =
0	0	0	0
1	0.5	0	0
2	1	1	1
3	1.5	1	1

- Divide by 2 is close
 - But only want integer part
- Similar pattern for y's



- 1 I started with the image I wanted (inlMage)
- 2 I made a blank image (outlmage) twice as wide and twice as tall as inlmage
- 3 For each pixel in outlmage:
 - a Computed x=floor(pixel's x/2)
 - b Computed y=floor(pixel's y/2)
 - Set pixel to the same color as the pixel at (x,y) in inlmage



Step 4: Test Algorithm

- 1 I started with the image I wanted (inImage)
- 2 I made a blank image (outlmage) twice as wide and twice as tall as inImage
- 3 For each pixel in outlmage:
 - a Computed x=floor(pixel's x/2)
 - **b** Computed y=floor(pixel's y/2)
 - © Set to the same color as the pixel at (x,y) in inlmage

Now it's your turn.
Think about if your answer is right

