TASK 2.3 (GLRL)

% 1. SHORT RUN EMPHASIS (SRE)

% 2. LONG RUN EMPHASIS(LRE)

% 3. GRAY LEVEL NON-UNIFORMITY (GLN)

% 4. RUN PERCENTAGE (RP)

% 5. RUN LENGTH NON-UNIFORMITY (RLN)

% 6. LOW GRAY LEVEL RUN EMPHASIS (LGRE)

% 7. HIGH GRAY LEVEL RUN EMPHASIS (HGRE)

%















