ImgLib2 - Accessibles

In ImgLib2, images are represented by *Accessibles*. *Image* here refers to any (partial) function from coordinates to values.

In the previous section we have seen how pixel values can be manipulated using Accessors. Accessors are obtained from *Accessibles*. For example we have used

```
1 fina UnsignedByteType > cursor =
  img.localizingCursor();
```

to obtain an iterating accessor from the Accessible **img**.

Accessibles represent the data itself. Pixel images, procedurally generated images, views into images (for instance sub-images), interpolated images, sparse collections of samples, the list of local intensity maxima of an image, list of nearest neighbors, *etc.*, are all examples of Accessibles.

The UML diagram below shows the integer part of the *Accessible* interface hierarchy. We will look at the full diagram including Accessibles for real coordinates later. *Accessible* interfaces have been highlighted.