ImgLib2 - Accessors

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Introduction

In ImgLib2, images are manipulated using *Accessors*. For pixel images, you can think of an accessor as a movable reference to a pixel.

- You can move it around the image (for example make it reference a pixel at specific coordinates).
- You can de-reference it to get the pixel value.
- And of course, you can ask its current position.

The accessors provided by ImgLib2 typically implement **Cursor** or **RandomAccess**. **Cursor** and **RandomAccess** are aggregations of interfaces covering the above three points. A simplified UML diagram for the interface hierarchy is shown below. (The simplification is with respect to real-coordinate interfaces for continuous images that are left out for now.)