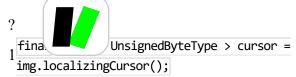
IMGLIB2 - ACCESSIBLES

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

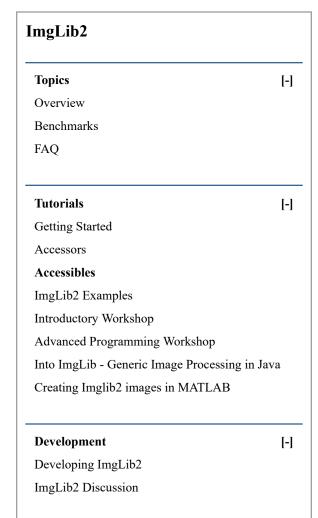
In the previous section we have seen how pixel values can be manipulated using Accessors. Accessors are obtained from *Accessibles*. For example we have used

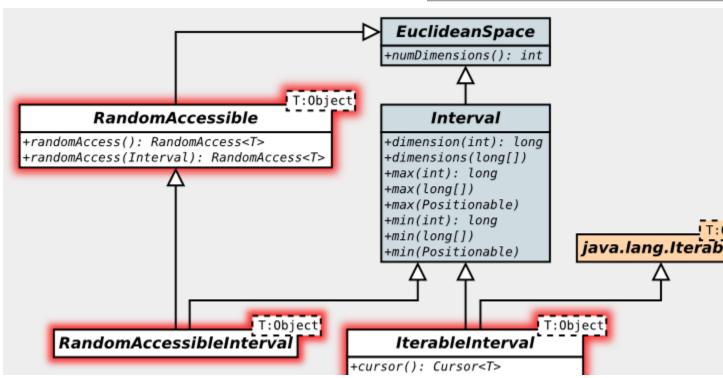


to obtain an iterating accessor from the Accessible img.

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.





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