## GravImages.pv

```
import cv2
1
2
   import numpy as np
   import sys
4
5
   if(len(sys.argv) != 3) :
6
       print(sys.argv[0], "takes_2uarguments._Not_", len(sys.argv)-1)
7
       sys.exit()
8
9
   name_input = sys.argv[1]
10
   name_output = sys.argv[2]
11
12 | image_input = cv2.imread(name_input, cv2.IMREAD_UNCHANGED);
13 | if (image_input is None) :
       print(sys.argv[0], "Failedutoureaduimageufromu", name_input)
14
15
       sys.exit()
16 | cv2.imshow('original image', image_input);
17
18 | rank = len(image_input.shape)
19 | if(rank == 2) :
20
       gray_image = image_input
21
   elif(rank == 3) :
22
       gray_image = cv2.cvtColor(image_input, cv2.COLOR_BGR2GRAY)
23 else :
24
       print(sys.argv[0], "Can'tuhandleuunusualuimageu", name_input)
25
       sys.exit()
26
27 | cv2.imshow('gray_image', gray_image);
28
   rows, cols = gray_image.shape
29
   image_output = np.zeros([rows, cols], dtype=np.uint8)
30
31
  # this is slow but we are not concerned with speed here
32 \mid \text{for i in range}(0, \text{rows}):
33
       for j in range(0, cols) :
34
            image_output[i,j] = gray_image[i,j]
35
   cv2.imshow('output_image', image_output);
36
37
   cv2.imwrite(name_output, image_output);
38
39
  # wait for key to exit
40
41
  cv2.waitKey(0)
42 cv2.destroyAllWindows()
```