## ColorImages.py

```
import cv2
1
2
   import numpy as np
   import sys
4
5
   if(len(sys.argv) != 3) :
6
       print(sys.argv[0], ":utakesu2uarguments.uNotu", len(sys.argv)-1)
7
       sys.exit()
8
9
   name_input = sys.argv[1]
10
   name_output = sys.argv[2]
11
   image_input = cv2.imread(name_input, cv2.IMREAD_UNCHANGED);
12
13 | if (image_input is None) :
       print(sys.argv[0], ": | Failed | to | read | image | from: | ", name | input)
14
15
       sys.exit()
16
  cv2.imshow('originaluimage', image_input);
17
   if(len(image_input.shape) != 3 or image_input.shape[2] != 3) :
18
       print(sys.argv[0], ":unotuaustandarducoloruimage:u", name_input)
19
20
       sys.exit()
21
22
  rows, cols, bands = image_input.shape # bands == 3
23
   image_output = np.zeros([rows, cols, bands], dtype=np.uint8)
24
25
   # this is slow but we are not concerned with speed here
   for i in range(0, rows) :
27
       for j in range(0, cols) :
28
           b, g, r = image_input[i, j]
29
           image_output[i,j] = [b, g, r]
30
31
  cv2.imshow('outputuimage', image_output);
32
   cv2.imwrite(name_output, image_output);
33
34
35
   # wait for key to exit
36
37
38 | cv2.waitKey(0)
39
   cv2.destroyAllWindows()
```