

# PADP LAB

## Color to black Image

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# Change a Color Image to Black and White

- A black and white image is the one that the intensity values are the same for all color channels, red, green, and blue, at each pixel.
- To change a color image to grey, assign a new intensity,

- `void BlackNWhite(unsigned char R[WIDTH][HEIGHT], unsigned char G[WIDTH][HEIGHT], unsigned char B[WIDTH][HEIGHT])`
- `{`
- `int tmp;//should i assign this to anything?`
- `for (int y = 0; y < HEIGHT; y++)`
- `for (int x = 0; x < WIDTH; x++)`
- `{`
- `tmp = (R[x][y] + G[x][y] + B[x][y])/ 3;`
- `R[x][y] = G[x][y] = B[x][y] = tmp;`
- 
- `/* R[x][y] = (R[i][j]+G[i][j]+B[i][j])/3;`
- `G[x][y] = (R[i][j]+G[i][j]+B[i][j])/3;`
- `B[x][y] = (R[i][j]+G[i][j]+B[i][j])/3;*/`
- `}`
- `}`
-

# Gd Functions

- `gdImageCreateFromPng()`: [gdImageCreateFromPng](#) is called to load images from PNG format files.
- `gdImageSX()`: get x-coordinate of input image
- `gdImageSY()`: get y-coordinate of input image
- `gdImageGetPixel(img,x,y)`: Gets a pixel color as stored in the image.

# Gd Functions

- `gdImageRed(img,color)`: Gets the red component value of a given color.
- `gdImageGreen(img,color)`: Gets the green component value of a given color.
- `gdImageBlue(img,color)`: Gets the blue component value of a given color.

# Gd Functions

- `gdImageColorAllocate(img,red,0,0)`: Allocates a color.
- `gdImageSetPixel(img,x,y,color)`: sets a pixel color as stored in the image.

# Procedure to Install

- `sudo apt-get update`
- `sudo apt-get install libgd2-xpm-dev`
- Compile: `gcc myimage.c -fopenmp in.png out.png -lgd`