In [153]:

from PIL import Image # Imported Image package

In [154]:

Load and display image file

Ara1 = Image.open('Ara.png')

In [155]:

Displaying image

Ara1

Out[155]:



In [156]:

Width and hight of the image.
#That means in the above image 256 rows and 256 columns

Aral.size

Out[156]:

(256, 256)

In [157]:

```
# Flipping image horizontally without using function

def horizontal_flipping(image):
    width, height = image.size
    pixels = image.load()

for x in range(width // 2):
    for y in range(height):
        pixel_original = pixels[x, y]
        pixel_result = pixels[width - 1 - x, y]
        pixels[x, y] = pixel_result
        pixels[width - 1 - x, y] = pixel_original

return image
```

In [158]:

```
# Printing Horizontally flipped Ara Image
horizontal_image = horizontal_flipping(Ara1)
horizontal_image
```

Out[158]:



In [159]:

```
# Saving Horizontal Flipping image
horizontal_image.save("Ara_horizontal_flipping_image.png")
```

```
In [160]:
```

```
Ara2 = Image.open('Ara.png')
```

In [161]:

```
# Flipping image Vertically without using function

def vertical_flipping(image):
    width, height = image.size
    pixels = image.load()

for x in range(width):
    for y in range(height // 2):
        pixel_original = pixels[x, y]
        pixel_result = pixels[x, height - 1 - y]
        pixels[x, y] = pixel_result
        pixels[x, height - 1 - y] = pixel_original

return image
```

In [162]:

```
# Printing vertically flipped Ara Image
vertical_image = vertical_flipping(Ara2)
vertical_image
```

Out[162]:



In [163]:

```
# Saving Vertical Flipping image
vertical_image.save("Ara_vertical_flipping_image.png")
```

```
In [164]:
```

```
Ara3 = Image.open('Ara.png')
```

In [165]:

```
# Horizontal and Vertical flipping
horizontal_vertical_image = horizontal_flipping(vertical_flipping(Ara3))
horizontal_vertical_image
```

Out[165]:



In [166]:

Saving horizontal Vertical Flipping image

horizontal_vertical_image.save("Ara_hoorizontal_vertical_flipping_image.png")

In []:

In []:

END