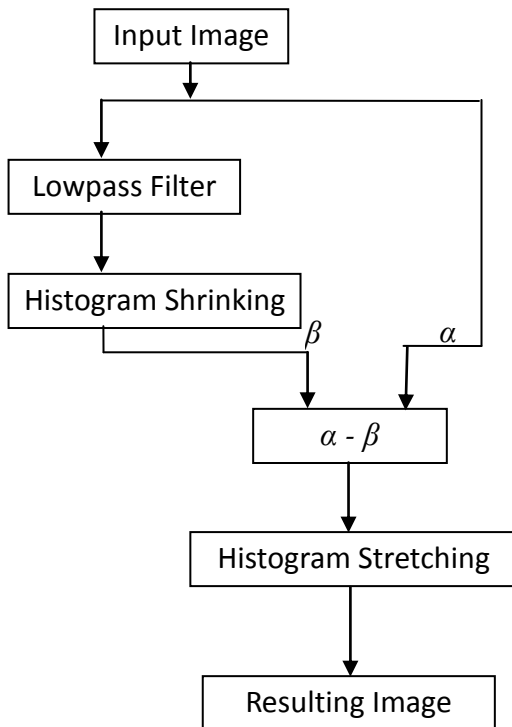


Programming Work (2)

1. Please make a program for **unsharp masking** according to the following algorithm.
(Please use C++ based programming language, such as Visual C++, C#)



※ $\alpha - \beta$: gives the visual effect of overshoot and undershoot at the edge .

※ { histogram shrink
⇒ control edge emphasis

{ shrink rang ↗
⇒ greater edge emphasis