

Function for Hit or Miss Transformation: MHT(A,D)

%Save the below program with name MHT.m to run in matlab

```
function f = MHT(A,D) % A is the image/matrix and D is the object whose location
                        you want to find

    AC = 1-A;
    [rd, cd]=size(D);
    WminusD=zeros(rd+2,cd+2);
    for i=2:rd+1
        for j=2:cd+1
            WminusD(i,j)=D(i-1,j-1);
        end
    end
    if (size(unique(D),1) == 2)
        WD = 1 - D;
    else
        WD = 1- WminusD;
    end
    A1 = myerosion(A,D); %myerosion function is defined by me and code is present
                        in github , you can also use inbuilt erosion function
                        imerode() instead of myerosion()

    A2 = myerosion(AC,WD);
    a = A1 & A2;
    f = a;
end
```