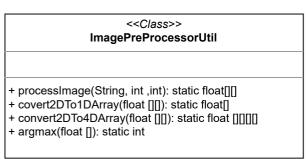
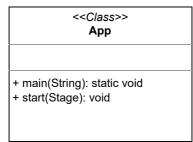


<< <i>Class</i> >> ImagePreProcessor	
+ get2DArray(BufferedImage): float[][] + calculateBoundary(float): void + getScaledCenterImage(int, float): BufferedImag	e



NumberDrawGUI	
+ getScene(): Scene - createEvents(): void - buildCanvas(): void - buildScene(): void + saveCanvasAsImage(String): void + performPrediction(String, String): void	

<<Class>>



<Class>> Constants + CANVAS_WIDTH: static final int + CANVAS_HEIGHT: static final int + PIXEL_ROW: static final int + PIXEL_COL: static final int + SCALED_LENGTH: static final int