```
Project #6
                                                  Component Connectness
Andres Quintero
Due Date:
     Soft copy: 3/22/2020
     Hard copy: 3/22/2020
step 0: inFile ← open the input file
        numRows, numCols, minVal, maxVal ← read from inFile
        dynamically allocate zeroFramedAry.
step 1: zero2D (zeroFramedAry)
step 2: loadImage(inFile, zeroFramedAry)
step 3: Connectness ← from argv[2]
step 4: newLabel ← connectPass1 (Connectness, zeroFramedAry,
NonZeroNeighborAry)
step 5: prettyPrint (prettyPrintFile)
       printEQAry (newLable, prettyPrintFile)
step 6: connectPass2 (Connectness, zeroFramedAry, NonZeroNeighborAry)
step 7: prettyPrint (prettyPrintFile
        printEQAry (newLable, prettyPrintFile)
step 8: manageEQAry (EQAry, newLabel)
        printEQAry (numCCLable, prettyPrintFile)
step 9: connectPass3 (...) // See algorithm below
       prettyPrint (prettyPrintFile
       printEQAry (numCCLable, prettyPrintFile)
step 10: output numRows, numCols, newMin, newMax to labelFile
step 11: printImg (labelFile)
step 12: printCCproperty (propertyFile
step 13: drawBoxes(zeroFramedAry, CCproperty)
step 14: prettyPrint (prettyPrintFile)
step 15: close all files
```

Programming Language: C++

Computer Vision

Source Code:

```
#include <iostream>
#include <fstream>
#include <string>
using namespace std;
//DEBUGSTUFF
void printArrayDebug(int** array, int rows, int cols){
  for (int i = 0; i < rows; i++) {
    for(int j = 0; j < cols; j++){}
     cout << array[i][j] << " ";
    cout << endl;
struct Property{
 int label, numpixels;
  int upperLftR = INT MAX;
  int upperLftC= INT MAX;
 int lowerRgtR, lowerRgtC;
};
// Prototypes
void zero2DAry(int** array, int rows, int cols);
void loadImage(fstream& imgFile, int** zeroFrameAry, int row, int col);
int connectPass1(int Connectness, int** Ary, int* NonZeroNeighborAry, int rows, int cols, int*
int loadNonZeroPass1(int** Ary, int Connectness, int i, int j, int* NonZeroNeighborAry, bool
&diffFlag, int &nonZeroCount);
void minus1D(int* Ary1D);
void updateEQ(int* EQArray, int* NonZeroNeighborAry, int minLabel, int nonZeroCount);
void prettyPrint(int** array, fstream& outFile, int rows, int cols);
void printEQAry(int newLabel, int* EQArray, fstream& outFile);
void connectPass2(int Connectness, int** Ary, int* NonZeroNeighborAry, int rows, int cols, int*
EQArray);
int loadNonZeroPass2(int** Ary, int Connectness, int i, int j, int* NonZeroNeighborAry, bool
&diffFlag, int &nonZeroCount);
void manageEQAry(int* EQArray, int newLabel);
void connectPass3(int* EQArray, int** Ary, Property* CCproperty, int rows, int cols);
void PrintImg(int** Ary, fstream& outFile, int rows, int cols);
void printCCProperty(Property* CCproperty, fstream& outFile, int numOfCC);
void drawBoxes(int** zeroFrameAry, Property* CCproperty, int numOfCC);
int main(int argc, char* argv[]){
  //CLI inputs
  fstream inFile(argv[1]);
  // connectness integer is from argv[2]
  fstream prettyPrintFile(argv[3], fstream::out);
  fstream labelFile(argv[4], fstream::out);
  fstream propertyFile(argv[5], fstream::out);
  // Variables
  int numRows, numCols, minVal, maxVal, Connectness, newLabel, trueNumCC, numNb;
  inFile >> numRows;
  inFile >> numCols;
  inFile >> minVal;
  inFile >> maxVal;
  newLabel = 0;
  numNb = 5;
  int *NonZeroNeighborAry = new int[numNb];
  int EQSize = (numRows*numCols)/2;
  int *EQArray = new int[EQSize];
  //Setting all EQArray[i] = i
  for(int i = 0; i < EQSize; i++){</pre>
   EQArray[i] = i;
  //Dynamically allocating zeroFrameAry
```

```
int **zeroFrameAry = new int*[numRows+2];
  for (int i = 0; i < numRows+2; i++) {
   zeroFrameAry[i] = new int[numCols+2];
  //Step 1
 zero2DAry(zeroFrameAry, numRows+2, numCols+2);
  loadImage(inFile, zeroFrameAry, numRows, numCols);
  // printArrayDebug(zeroFrameAry, numRows+2, numCols+2); //DEBUGSTUFF
 Connectness = stoi(argv[2]);
  //Step 4
 newLabel = connectPass1(Connectness, zeroFrameAry, NonZeroNeighborAry, numRows, numCols,
EQArray);
  //Step 5
 prettyPrintFile << "zeroFrameAry after Pass-1: " << endl;</pre>
 prettyPrint(zeroFrameAry, prettyPrintFile, numRows+2, numCols+2); // zeroFrameAry to
prettyPrintFile
 prettyPrintFile << "EQArray after Pass-1: " << endl;</pre>
 printEQAry(newLabel, EQArray, prettyPrintFile); // print EQArray up to newLabel to pretty
  //Step 6
 connectPass2(Connectness, zeroFrameAry, NonZeroNeighborAry, numRows, numCols, EQArray);
  //Step 7
 prettyPrintFile << "zeroFrameAry after Pass-2: " << endl;</pre>
 prettyPrint(zeroFrameAry, prettyPrintFile, numRows+2, numCols+2);
 \verb|prettyPrintFile| << "EQArray after Pass-2:" << endl;
 printEQAry(newLabel, EQArray, prettyPrintFile); //
  //Step 8
 manageEQAry(EQArray, newLabel);
 prettyPrintFile << "EQArray after manageEQAry: " << endl;</pre>
 printEQAry(newLabel, EQArray, prettyPrintFile);
  //Step 8.5 Creating CCproperty
  int numOfCC = -1;
  for(int i = 0; i < newLabel; i++){
   if(EQArray[i] > numOfCC) { numOfCC = EQArray[i];}
 Property* CCproperty = new Property[numOfCC+1];
  //Step 9
 connectPass3(EQArray, zeroFrameAry, CCproperty, numRows, numCols);
 prettyPrintFile << "zeroFrameAry after Pass-3: " << endl;</pre>
 prettyPrint(zeroFrameAry, prettyPrintFile, numRows+2, numCols+2);
 prettyPrintFile << "EQArray after Pass-3 (Up to numOfCC): " << endl;</pre>
 printEQAry(numOfCC, EQArray, prettyPrintFile);
  //Step 9.5 Finding newMin and newMax
  int newMin = INT MAX, newMax;
  for (int i = 1; i < numRows+1; i++) {
    for (int j = 1; j < numCols+1; j++) {
      if(zeroFrameAry[i][j] > newMax) {newMax = zeroFrameAry[i][j];}
      if(zeroFrameAry[i][j] < newMin) {newMin = zeroFrameAry[i][j];}</pre>
   }
  //Step 10
  labelFile << numRows << " " << numCols << " " << newMin << " " << newMax << endl;
  //Step 11
  PrintImg(zeroFrameAry, labelFile, numRows, numCols);
  //Step 12
 propertyFile << numRows << " " << numCols << " " << newMin << " " << newMax << endl;
  propertyFile << numOfCC << endl;</pre>
 printCCProperty(CCproperty, propertyFile, numOfCC);
  //Step 13
 drawBoxes(zeroFrameAry, CCproperty, numOfCC);
  prettyPrintFile << "zeroFrameAry after drawBoxes(): " << endl;</pre>
 prettyPrint(zeroFrameAry, prettyPrintFile, numRows+2, numCols+2);
  //Step 15
 inFile.close();
 prettyPrintFile.close();
 labelFile.close();
```

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propertyFile.close();
} // end of main
// Functions
void drawBoxes(int** zeroFrameAry, Property* CCproperty, int numOfCC){
  int index = 1;
  while(index < numOfCC+1){
    int minRow = CCproperty[index].upperLftR + 1;
    int minCol = CCproperty[index].upperLftC + 1;
   int maxRow = CCproperty[index].lowerRgtR + 1;
    int maxCol = CCproperty[index].lowerRgtC + 1;
   int label = CCproperty[index].label;
   for(int i = minCol; i < maxCol; i++) { zeroFrameAry[minRow][i] = label;}</pre>
   for(int i = minCol; i < maxCol; i++) { zeroFrameAry[maxRow][i] = label;}</pre>
    for(int i = minRow; i < maxRow; i++) { zeroFrameAry[i][minCol] = label;}</pre>
   for(int i = minRow; i < maxRow; i++) { zeroFrameAry[i][maxCol] = label;}</pre>
   index++;
void printCCProperty(Property* CCproperty, fstream& outFile, int numOfCC){
 int sizeCCP = numOfCC+1;
  for(int i = 1; i \le sizeCCP; i++){
   outFile << CCproperty[i].label << endl;</pre>
   outFile << CCproperty[i].numpixels << endl;</pre>
   outFile << CCproperty[i].upperLftR << " " << CCproperty[i].upperLftC << endl;</pre>
   outFile << CCproperty[i].lowerRgtR << " " << CCproperty[i].lowerRgtC << endl;</pre>
}
void PrintImg(int** Ary, fstream& outFile, int rows, int cols){
 for (int i = 1; i < rows+1; i++) {
    for(int j = 1; j < cols+1; j++){
     outFile << Ary[i][j] << " ";
    outFile << endl;</pre>
}
void connectPass3(int* EQArray, int** Ary, Property* CCproperty, int rows, int cols){
  for (int i = 1; i < rows+1; i++) {
    for(int j = 1; j < cols+1; j++){
     if(Ary[i][j] > 0){
       Ary[i][j] = EQArray[ Ary[i][j] ];
        CCproperty[ Ary[i][j] ].label = Ary[i][j];
        CCproperty[ Ary[i][j] ].numpixels++;
        if(i < CCproperty[ Ary[i][j] ].upperLftR) {CCproperty[Ary[i][j]].upperLftR = i;} //</pre>
lowest i
        if(j < CCproperty[ Ary[i][j] ].upperLftC = j;} //</pre>
lowest j
        if(i > CCproperty[ Ary[i][j] ].lowerRgtR) {CCproperty[Ary[i][j]].lowerRgtR = i;} //
highest i
        if(j > CCproperty[ Ary[i][j] ].lowerRgtC) {CCproperty[Ary[i][j]].lowerRgtC = j;} //
highest j
   }
 }
}
```

```
void manageEQAry(int* EQArray, int newLabel){
 //0
  int realLabel = 0;
 //1
 int index = 1;
  //2-3
 while(index <= newLabel){</pre>
   if(index != EQArray[index]){
     EQArray[index] = EQArray[EQArray[index]];
    } else {
     realLabel++;
     EQArray[index] = realLabel;
    //3
   index++:
 }// 4(loop)
int loadNonZeroPass2(int** Ary, int Connectness, int i, int j, int* NonZeroNeighborAry, bool
&diffFlag, int &nonZeroCount) {
 minus1D(NonZeroNeighborAry);
 nonZeroCount = 0;
  //1
 NonZeroNeighborAry[nonZeroCount] = Ary[i][j];
 nonZeroCount++;
  //2
 if(Ary[i+1][j] > 0){
   NonZeroNeighborAry[nonZeroCount] = Ary[i+1][j];
   nonZeroCount++;
  //3
  if(Ary[i][j+1] > 0){
   NonZeroNeighborAry[nonZeroCount] = Ary[i][j+1];
    nonZeroCount++;
  //4
 if(Connectness == 8){
   if(Ary[i+1][j-1] > 0){
     NonZeroNeighborAry[nonZeroCount] = Ary[i+1][j-1];
     nonZeroCount++;
   if(Ary[i+1][j+1] > 0){
     NonZeroNeighborAry[nonZeroCount] = Ary[i+1][j+1];
     nonZeroCount++;
    }
  //5
  int minLabel = NonZeroNeighborAry[0];
 diffFlag = false;
  //6
 int index = 1;
  // 7-8
 while(index < nonZeroCount){</pre>
    //7 (new specs)
    if(minLabel != NonZeroNeighborAry[index]){
     diffFlag = true;
    if(minLabel > NonZeroNeighborAry[index]){
     minLabel = NonZeroNeighborAry[index];
   //8
   index++;
  }// 9(loop)
  //10
 return minLabel;
```

```
void connectPass2(int Connectness, int** Ary, int* NonZeroNeighborAry, int rows, int cols, int*
EQArray) {
 int minLabel;
 int nonZeroCount;
 bool diffFlag;
  for (int I = rows; I > 0; i--) { //R-L
    for(int j = cols; j > 0; j--){//B-T}
      if(Ary[i][j] > 0){
       minLabel = loadNonZeroPass2(Ary, Connectness, I, j, NonZeroNeighborAry, diffFlag,
nonZeroCount);
       if(minLabel != Ary[i][j]){
         Ary[i][j] = minLabel;
        if(diffFlag == true){
         updateEQ(EQArray, NonZeroNeighborAry, minLabel, nonZeroCount);
      }
    }
 }
void printEQAry(int newLabel, int* EQArray, fstream& outFile){
 for (int I = 0; I < newLabel; i++) {
   outFile << EQArray[i] << " ";</pre>
 outFile << endl;
void prettyPrint(int** array, fstream& outFile, int rows, int cols){
  for(int I = 0; I < rows; i++) {
    for(int j = 0; j < cols; j++){
     if(array[i][j] == 0){
       outFile << ". ";
      } else {
       outFile << array[i][j] << " ";
    outFile << endl;</pre>
  outFile << endl;
void updateEQ(int* EQArray, int* NonZeroNeighborAry, int minLabel, int nonZeroCount) {
 int index = 0;
  while(index < nonZeroCount && NonZeroNeighborAry[index] != -1) {</pre>
    EQArray[NonZeroNeighborAry[index]] = minLabel;
    index++;
}
void minus1D(int* Ary1D){
 for (int I = 0; I < 5; i++) { //Size has been hardcoded
   Ary1D[i] = -1;
int loadNonZeroPass1(int** Ary, int Connectness, int I, int j, int* NonZeroNeighborAry, bool
&diffFlag, int &nonZeroCount){
 minus1D(NonZeroNeighborAry);
 nonZeroCount = 0;
  //1
  if(Ary[i-1][j] > 0){
    NonZeroNeighborAry[nonZeroCount] = Ary[i-1][j];
    nonZeroCount++;
  //2
  if(Ary[i][j-1] > 0){
    NonZeroNeighborAry[nonZeroCount] = Ary[i][j-1];
    nonZeroCount++;
```

```
//3
 if(Connectness == 8){
   if(Ary[i-1][j-1] > 0){
     NonZeroNeighborAry[nonZeroCount] = Ary[i-1][j-1];
     nonZeroCount++;
   if(Ary[i-1][j+1] > 0){
     NonZeroNeighborAry[nonZeroCount] = Ary[i-1][j+1];
     nonZeroCount++;
   }
  //4
 if(nonZeroCount <= 0) {return 0;}</pre>
  //5
 int minLabel = NonZeroNeighborAry[0];
 diffFlag = false;
 //6
 int index = 1;
  //7-8
 while(index < nonZeroCount){</pre>
    //7 (new specs)
    if(minLabel != NonZeroNeighborAry[index]){
     diffFlag = true;
    if(minLabel > NonZeroNeighborAry[index]){
     minLabel = NonZeroNeighborAry[index];
     //8
   index++;
 }// 9(loop)
   //10
 return minLabel;
int connectPass1(int Connectness, int** Ary, int* NonZeroNeighborAry, int rows, int cols, int*
EQArray) {
 int newLabel = 0;
 int minLabel;
 int nonZeroCount;
 bool diffFlag;
 for (int I = 1; I < rows+1; i++) {
    for(int j = 1; j < cols+1; j++){
     if (Ary[i][j] > 0){
       minLabel = loadNonZeroPass1(Ary, Connectness, I, j, NonZeroNeighborAry, diffFlag,
nonZeroCount);
       if(minLabel == 0) {
         newLabel++;
         Ary[i][j] = newLabel;
        } else if (minLabel > 0) {
         Ary[i][j] = minLabel;
          if (diffFlag == true) {
           updateEQ(EQArray, NonZeroNeighborAry, minLabel, nonZeroCount);
         }
       }
     }
   }
  } // end of loop
 return newLabel;
void loadImage(fstream& inFile, int** zeroFrameAry, int rows, int cols){
 int value;
 for (int I = 1; I < rows+1; i++) {
   for(int j = 1; j < cols+1; j++){
     inFile >> value;
     zeroFrameAry[i][j] = value;
   }
 }
```

```
void zero2Dary(int** array, int rows, int cols){
  for(int I = 0; I < rows; i++) {
    for(int j = 0; j < cols; j++) {
        array[i][j] = 0;
    }
}</pre>
```

END OF SOURCE CODE

Output for 4-Connectness: prettyPrintFile

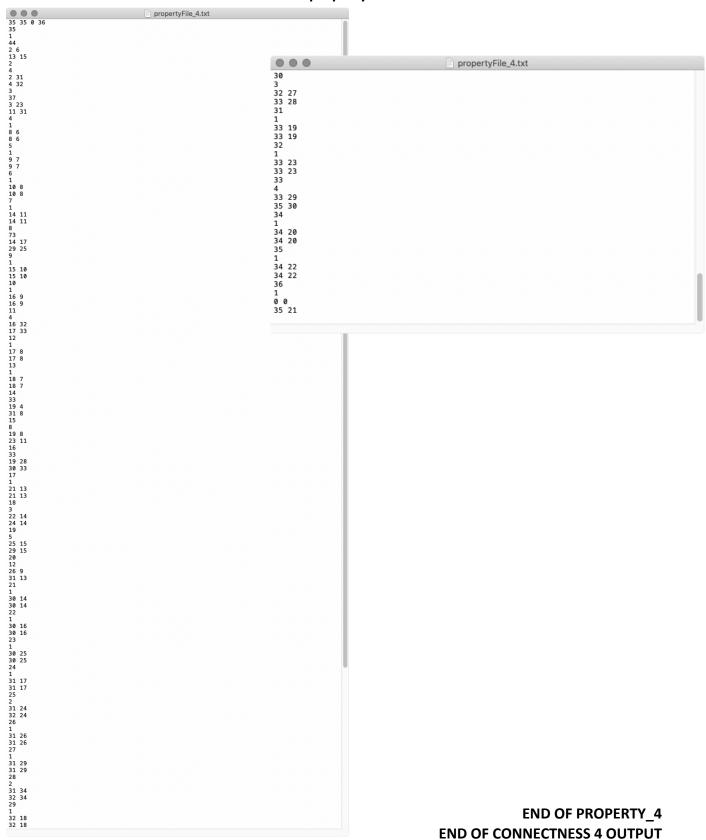
```
prettyPrint_4.txt
```

END OF PRETTY_4

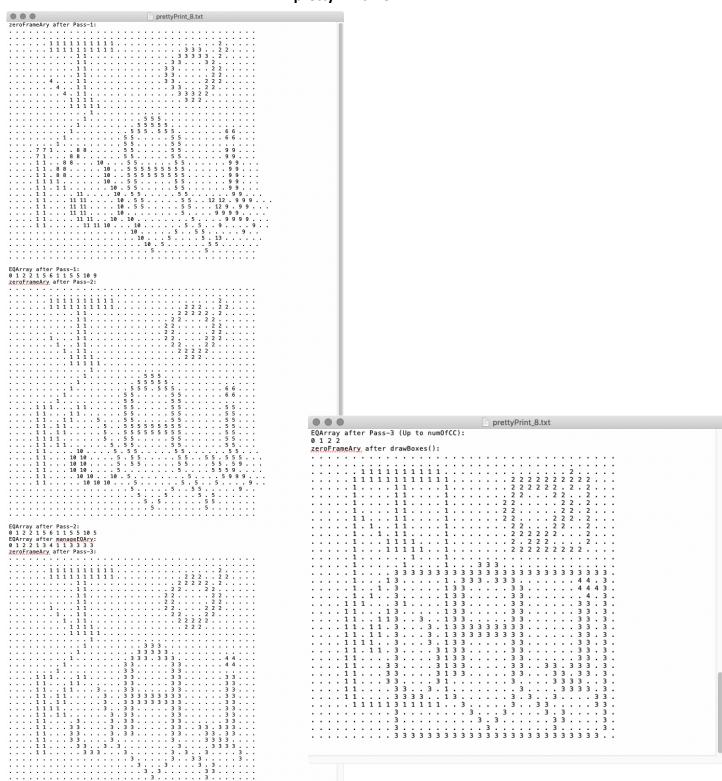
labelFile

END OF LABEL 4

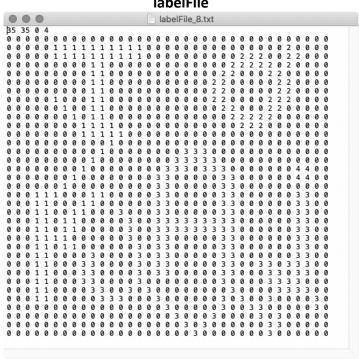
propertyFile



Output for 4-Connectness: prettyPrintFile

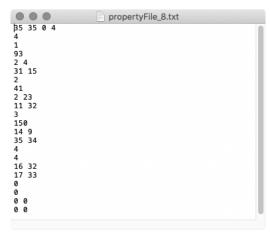


labelFile



END OF LABEL 8

propertyFile



END OF PROPERTY 8 END OF CONNECTNESS 8 OUTPUT