**********IMAGE PROCESSING**********

About the project: -

- Image processing is the use of a digital computer to process digital images through an algorithm. As a subcategory or field of digital signal processing, digital image processing has many advantages over analog image processing.

Explanation

- Mat getRotationMatrix2D (Point2f center, double angle, double scale)

This function returns 2x3 affine transformation matrix for the 2D rotation.

Arguments -

  - **center** - The center of the rotation of the the source image.
  - **angle** - Angle of rotation in degrees (Positive values for counter-clockwise direction and negative values for clockwise rotation)
  - **scale** - The scaling factor of the image. (Scaling factor of 1 means its original size)
- void warpAffine (InputArray src, OutputArray dst, InputArray M, Size dsize, int flags = INTER_LINEAR, int bordreMode=BORDER_CONSTANT, const Scalar& borderValue=Scalar ())

This OpenCV function applies affine transformation to an image.

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Function Used: -

  - **src** - Source Image
  - **dst** - Destination image which should have the same type as the source image (The transformed image is stored in this location)
  - **M** - 2x3 affine transformation matrix
  - **dsize** - Size of the destination image
  - **flags** - Interpolation methods
  - **borderMode** - pixel extrapolation method. (Try these values; BORDER_REPLICATE, BORDER_CONSTANT, BORDER_REFLECT, BORDER_WRAP, BORDER_REFLECT_101, BORDER_TRANSPARENT and BORDER_ISOLATED)
  - **borderValue** - If you use BORDER_CONSTANT for borderMode, this argument defines the value used for the border