I used identical kernel in morphological operation and
Performed builtin and custom erosion,dilation,opening and closing functions.

For custom erosion function all the values should be 255 in 3*3 matrix ,sum will be 2295.
If any section meets the condition that's origin will be 255 or 1.

For custom dilation function any of pixel of 3*3 is 255 the origin will be 255 or 1.

Erosion: In erosion , the operation reduces the brightness of the bright objects.
It reduces the white element of the object, increasing the black element,thus the object's
black boundary becomes thicker.
Dilation : In dilation ,it is the opposite of erosion. The operation increases the white
element thus the object's black boundary becomes thinner.
Opening : In the opening operation, dilation is performed to the eroded image , and
the output object is thinner than the eroded image.
Closing :In the closing operation,erosion is performed to the dilated image , and the
output object is thicker than the dilated image.