// SOURCE CODE OF IMAGE EDITOR//

///SOURCE CODE OF GRAY-SCALE//

#include "highgui.h"

#include "cv.h"

main() {

int width,height;

IplImage\* input = cvLoadImage("C:\\Program Files\\image\_editor.jpg", 1);

width = input->width;

height = input->height;

IplImage\* output = cvCreateImage( cvSize( width, height ), IPL\_DEPTH\_8U, 1 );

cvCvtColor( input, output, CV\_RGB2GRAY );

cvNamedWindow("ORIGINAL IMAGE", 1);

cvShowImage("ORIGINAL IMAGE", input);

cvNamedWindow("GRAYSCALE IMAGE", 1);

cvShowImage("GRAYSCALE IMAGE", output);

cvSaveImage("D:\\gray scale.jpg",output);

cvReleaseImage(&input);

cvReleaseImage(&output);

cvWaitKey(0);

}

///SOURCE CODE OF SOFT-FOCUS

#include "highgui.h"

#include "cv.h"

int main() {

IplImage\* input = cvLoadImage("C:\\Program Files\\image\_editor.jpg", 1);

IplImage\* output = cvCreateImage(cvGetSize(input), input->depth, input->nChannels);

cvSmooth(input, output, CV\_BLUR, 20,20);

cvSaveImage("blur.jpg",output);

cvNamedWindow("input", 1);

cvShowImage("input", input);

cvNamedWindow("output", 1);

cvShowImage("output", output);

cvReleaseImage(&input);

cvReleaseImage(&output);

cvWaitKey(0);

}