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** This program implements Lab 3: Letters
 */
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <string.h>
int main()
 FILE *fpt1,*fpt2;
 unsigned char *image,*MSF,*temp,*check;
 int threshold=0;
 unsigned char *final;
 char header[320];
 char header2[320];
 int ROWS, COLS, BYTES;
 int ROWS2, COLS2, BYTES2;
 int r,c,r2,c2,sum,count;
 int r3,c3;
 char alphabet;
 int row.col:
 FILE *fpt3;
 /* read image */
 if ((fpt1=fopen("parenthood.ppm", "rb")) == NULL)
  printf("Unable to open parenthood.ppm for reading\n");
  exit(0);
 fscanf(fpt1,"%s %d %d %d",header,&COLS,&ROWS,&BYTES);
 if (strcmp(header, "P5") != 0 || BYTES != 255)
  printf("Not a greyscale 8-bit PPM image\n");
  exit(0);
 if ((fpt2=fopen("temp.ppm", "rb")) == NULL)
  printf("Unable to open parenthood.ppm for reading\n");
  exit(0);
 fscanf(fpt2,"%s %d %d %d",header2,&COLS2,&ROWS2,&BYTES2);
 if (strcmp(header2, "P5") != 0 || BYTES2 != 255)
  printf("Not a greyscale 8-bit PPM image\n");
  exit(0);
 }
 image=(unsigned char *)calloc(ROWS*COLS,sizeof(unsigned char));
 header[0]=fgetc(fpt1); /* read white-space character that separates header */
 fread(image,1,COLS*ROWS,fpt1);
 fclose(fpt1);
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/* allocate memory for final version of image */
MSF=(unsigned char *)calloc(ROWS*COLS,sizeof(unsigned char));
header2[0]=fgetc(fpt2); /* read white-space character that separates header */
fread(MSF,1,COLS*ROWS,fpt2);
fclose(fpt2);
final=(unsigned char *)calloc(ROWS*COLS,sizeof(unsigned char));
temp=(unsigned char *)calloc(15*9,sizeof(unsigned char));
check=(unsigned char *)calloc(15*9,sizeof(unsigned char));
r3=15/2;
c3=9/2;
ROWS2=15;
COLS2=9;
for(threshold=0;threshold<=255;threshold+=5)
 count=0;
 for (r=0; r<ROWS; r++)
  for (c=0; c<COLS; c++)
   if(MSF[r*COLS+c]>threshold)
    final[r*COLS+c]= 255;
   else
    final[r*COLS+c]=0;
 int gt=0,ob=0;
 int tp=0,fp=0,fn=0,tn=0;
 int m=0;
 int k=0,x,y,ov=0;
 int transitions, neighbours, edgecheck, MARKED=1,branch,end;
 fpt3 = fopen("parenthood gt.txt", "r");
 r=fscanf(fpt3,"%c %d %d\n",&alphabet,&col,&row);
 while(m != EOF)
 int MARKED=1;
 //printf("%c\n",alphabet );
  if(alphabet=='e')
  {
   gt=1;
  else
  gt=0;
  ob=0;ov=0;
  for (r=row-r3; r<=row+r3; r++)
   for (c=col-c3; c<=col+c3; c++)
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if(final[r*COLS+c]==255)
  ob=1:
if (ob==1)
 for (r=row-r3,x=0; r<=row+r3; r++,x++)
  for (c=col-c3,y=0; c<=col+c3; c++,y++)
   temp[x*COLS2+y]=image[r*COLS+c];
 fpt1=fopen("temp1.ppm","w");
 fprintf(fpt1,"P5 %d %d 255\n",COLS2,ROWS2);
 fwrite(temp,COLS2*ROWS2,1,fpt1);
 fclose(fpt1);
 for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   printf("%d ",temp[x*COLS2+y]);
  printf("\n");
 for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   if(temp[x*COLS2+y]<128)
    temp[x*COLS2+y]=0;
   else
    temp[x*COLS2+y]=255;
 fpt1=fopen("temporbin.ppm","w");
 fprintf(fpt1,"P5 %d %d 255\n",COLS2,ROWS2);
 fwrite(temp,COLS2*ROWS2,1,fpt1);
 fclose(fpt1);
 printf("\ntemp before thinning\n");
 for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   printf("%d ",temp[x*COLS2+y]);
  printf("\n");
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}
*/
while(MARKED!=0)
 //printf("hi");
 MARKED=0;
 for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   check[x*COLS2+y]=0;
   if(temp[x*COLS2+y]==0)
     transitions=0:
      if((temp[(x-1)*COLS2+(y-1)])==0 \&\& (temp[(x-1)*COLS2+y])==255)
      { transitions++;
      if((temp[(x-1)*COLS2+y])==0 \&\& (temp[(x-1)*COLS2+(y+1)])==255)
      { transitions++;
      if((temp[(x-1)*COLS2+(y+1)])==0 \&\& (temp[(x)*COLS2+(y+1)])==255)
      { transitions++; }
      if((temp[(x)*COLS2+(y+1)])==0 \&\& (temp[(x+1)*COLS2+(y+1)])==255)
      { transitions++;
      if((temp[(x+1)*COLS2+(y+1)])==0 \&\& (temp[(x+1)*COLS2+(y)])==255)
      { transitions++;
      if((temp[(x+1)*COLS2+(y)])==0 \&\& (temp[(x+1)*COLS2+(y-1)])==255)
      { transitions++;
      if((temp[(x+1)*COLS2+(y-1)])==0 \&\& (temp[(x)*COLS2+(y-1)])==255)
      { transitions++;
      if((temp[(x)*COLS2+(y-1)])==0 \&\& (temp[(x-1)*COLS2+(y-1)])==255)
      { transitions++; }
     else if(x-1)
     neighbours=0;
     if((temp[(x-1)*COLS2+(y-1)])==0)
     { neighbours++; }
     if((temp[(x-1)*COLS2+y])==0)
     { neighbours++; }
     if((temp[(x-1)*COLS2+(y+1)])==0)
     { neighbours++;
     if((temp[(x)*COLS2+(y+1)])==0)
     { neighbours++; }
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if((temp[(x+1)*COLS2+(y+1)])==0)
   { neighbours++; }
   if((temp[(x+1)*COLS2+(y)])==0)
   { neighbours++; }
   if((temp[(x+1)*COLS2+(y-1)])==0)
   { neighbours++; }
   if((temp[(x)*COLS2+(y-1)])==0)
   { neighbours++; }
   edgecheck=0;
   if((temp[(x-1)*COLS2+(y)])==255)
   { edgecheck=1; }
   else if((temp[(x)*COLS2+(y+1)])==255)
   { edgecheck=1;
   else if((temp[(x+1)*COLS2+(y)])==255 \&\& (temp[(x)*COLS2+(y-1)])==255)
   { edgecheck=1; }
   if(transitions==1 && neighbours<=6 && neighbours>=2 && edgecheck==1)
    check[x*COLS2+y]=1;
    MARKED=1;
printf("\ncheck\n");
for(x=0;x<ROWS2;x++)
 for(y=0;y<COLS2;y++)
  printf("%d ",check[x*COLS2+y]);
 printf("\n");
for(x=0;x<ROWS2;x++)
 for(y=0;y<COLS2;y++)
  if(check[x*COLS2+y]==1)
  temp[x*COLS2+y]=255;
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/*printf("\ntemp during thinning\n");
 for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   printf("%d ",temp[x*COLS2+y]);
  printf("\n");
}
 printf("\ntemp after thinning\n");
 for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   printf("%d ",temp[x*COLS2+y]);
 printf("\n");
fpt1=fopen("temporthinned.ppm","w");
fprintf(fpt1,"P5 %d %d 255\n",COLS2,ROWS2);
fwrite(temp,COLS2*ROWS2,1,fpt1);
fclose(fpt1);
branch=0;
end=0;
for(x=0;x<ROWS2;x++)
 for(y=0;y<COLS2;y++)
  if(temp[x*COLS2+y]==0)
   check[x*COLS2+y]=0;
   transitions=0;
    if((temp[(x-1)*COLS2+(y-1)])==0 \&\& (temp[(x-1)*COLS2+y])==255)
    { transitions++;
    if((temp[(x-1)*COLS2+y])==0 \&\& (temp[(x-1)*COLS2+(y+1)])==255)
    { transitions++; }
    if((temp[(x-1)*COLS2+(y+1)])==0 \&\& (temp[(x)*COLS2+(y+1)])==255)
    { transitions++;
    if((temp[(x)*COLS2+(y+1)])==0 \&\& (temp[(x+1)*COLS2+(y+1)])==255)
    { transitions++; }
    if((temp[(x+1)*COLS2+(y+1)])==0 \&\& (temp[(x+1)*COLS2+(y)])==255)
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{ transitions++; }
    if((temp[(x+1)*COLS2+(y)])==0 \&\& (temp[(x+1)*COLS2+(y-1)])==255)
    { transitions++;
    if((temp[(x+1)*COLS2+(y-1)])==0 \&\& (temp[(x)*COLS2+(y-1)])==255)
    { transitions++;
    if((temp[(x)*COLS2+(y-1)])==0 \&\& (temp[(x-1)*COLS2+(y-1)])==255)
    { transitions++; }
   if (transitions>2)
    check[x*COLS2+y]=1;
    branch++;
   if(transitions==1)
    check[x*COLS2+y]=2;
    end++;
for(x=0;x<ROWS2;x++)
  for(y=0;y<COLS2;y++)
   if(check[x*COLS2+y]==1)
   temp[x*COLS2+y]=180;
   else if(check[x*COLS2+y]==2)
   temp[x*COLS2+y]=90;
   }
fpt1=fopen("temporbranched.ppm","w");
fprintf(fpt1,"P5 %d %d 255\n",COLS2,ROWS2);
fwrite(temp,COLS2*ROWS2,1,fpt1);
fclose(fpt1);
if(branch==1&&end==1)
 ov=1;
else
 ov=0;
//printf("br:%d end: %d pred: %d\n",branch , end, ov );
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}

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if(gt==1\&\&ov==1)
   {tp++;}
   else if(gt=0\&\&ov==1)
   { fp++;}
   else if(gt==0\&\&ov==0)
   { tn++;}
   else if(gt=1\&\&ov==0)
   {fn++;}
   m=fscanf(fpt3,"%c %d %d\n",&alphabet,&col,&row);
  fclose(fpt3);
  float tpr,fpr;
  tpr=tp*1.0/((tp+fn)*1.0);
  fpr=fp*1.0/(fp+tn)*1.0;
  //printf("Threshold: %d tp: %d fp: %d tn: %d fn: %d tpr: %f fpr:
%f\n",threshold,tp,fp,tn,fn,tpr,fpr);
  printf("%d\n",fn);
 /* write out final image to see result */
fpt1=fopen("final.ppm","w");
fprintf(fpt1,"P5 %d %d 255\n",COLS,ROWS);
fwrite(final,COLS*ROWS,1,fpt1);
fclose(fpt1);
}
```