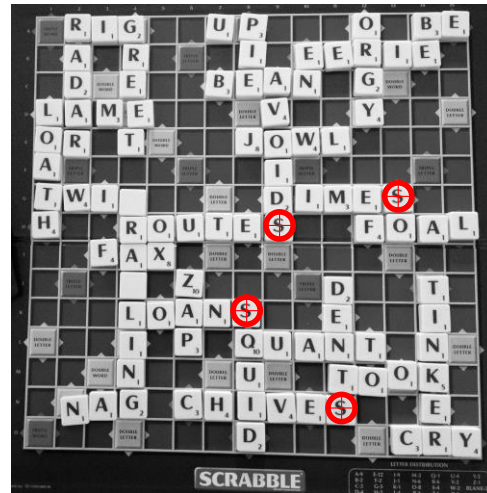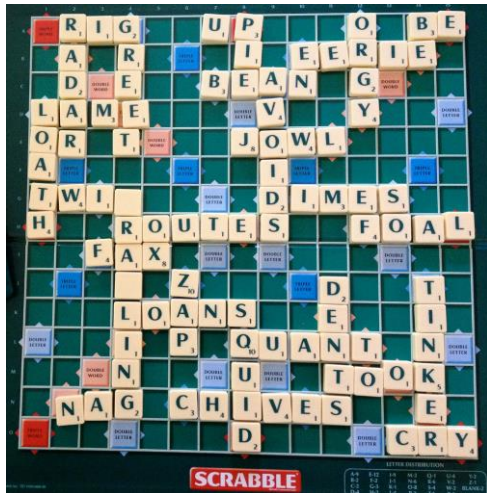# COM322 LAB 6

P1. A color image of a Scrabble board is given (left). Write a program that finds and marks the 'S's in this image (display on the grayscale image: right). Assume that all tiles are placed without rotation. Make your own template and save to an image file. Convert the given image to a grayscale image using the MATLAB function rgb2gray before applying your template matching algorithm. Repeat for letter 'N'.

P2. You are given a sprite and an image with pasted copies of that sprite. Write a program that will find all copies including all 90 degree rotations of the sprite. Your program will mark the sprites using green dots (you can use plot(…, 'g.', 'markersize', 26)). Test on the two images provided.