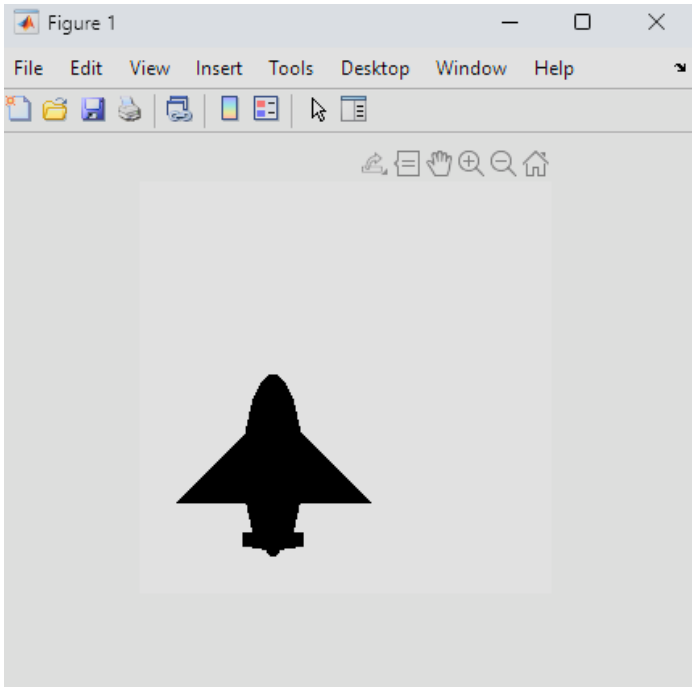
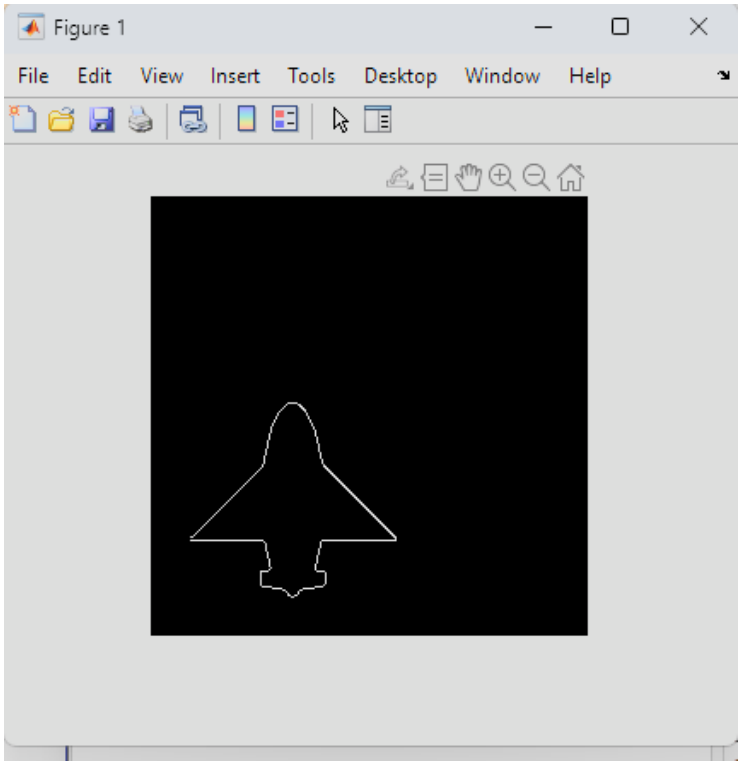
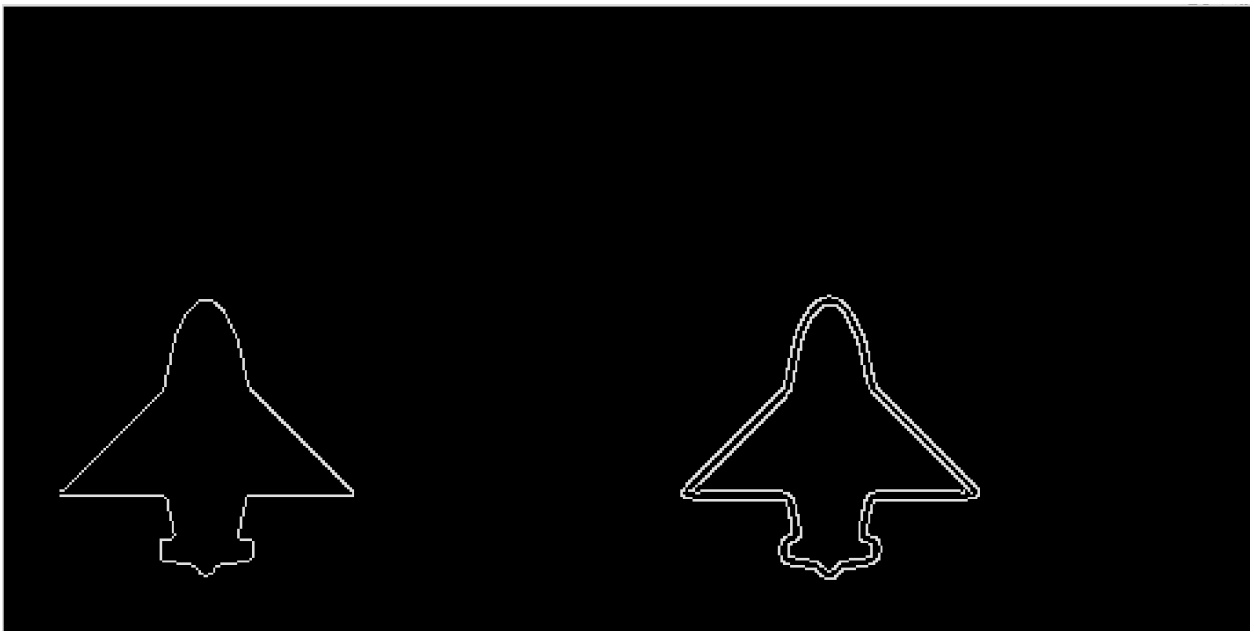
1. citeste si afiseaza imaginea



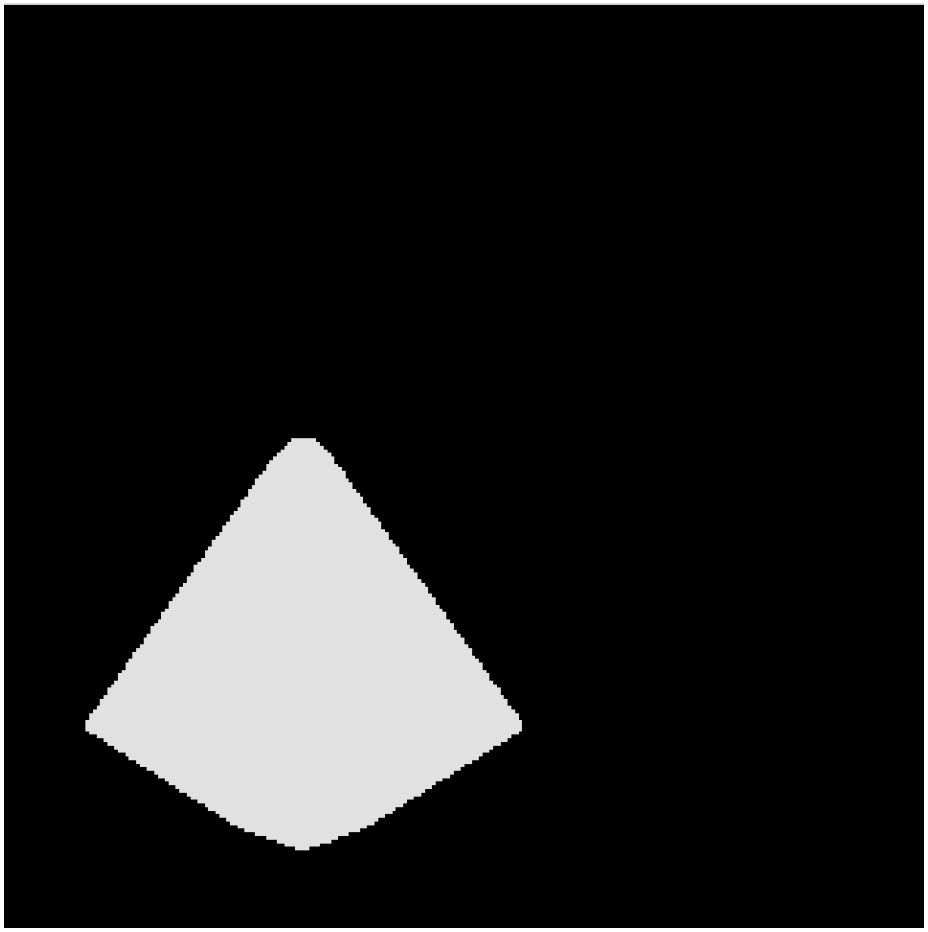
2. afiseaza harta de muchii



3. afiseaza gradientul hartii de muchii

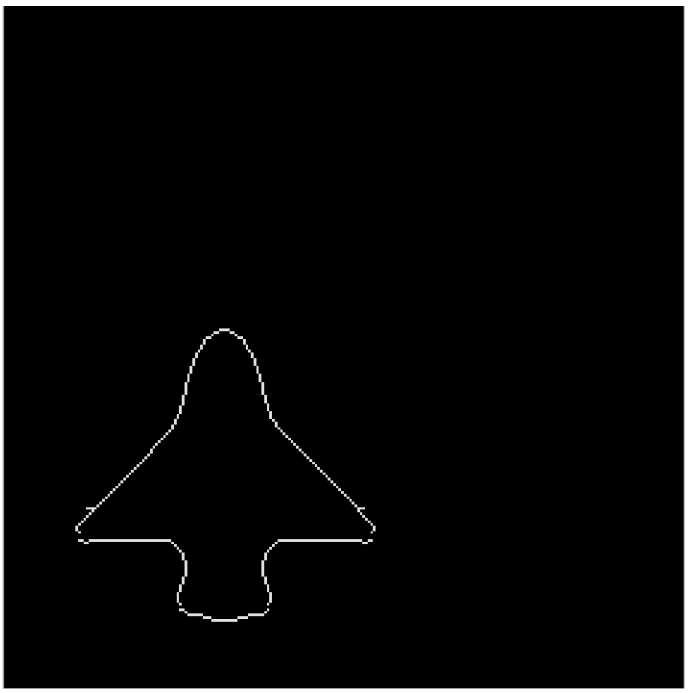


4. afiseaza anvelopa convexa a obiectului din imagine

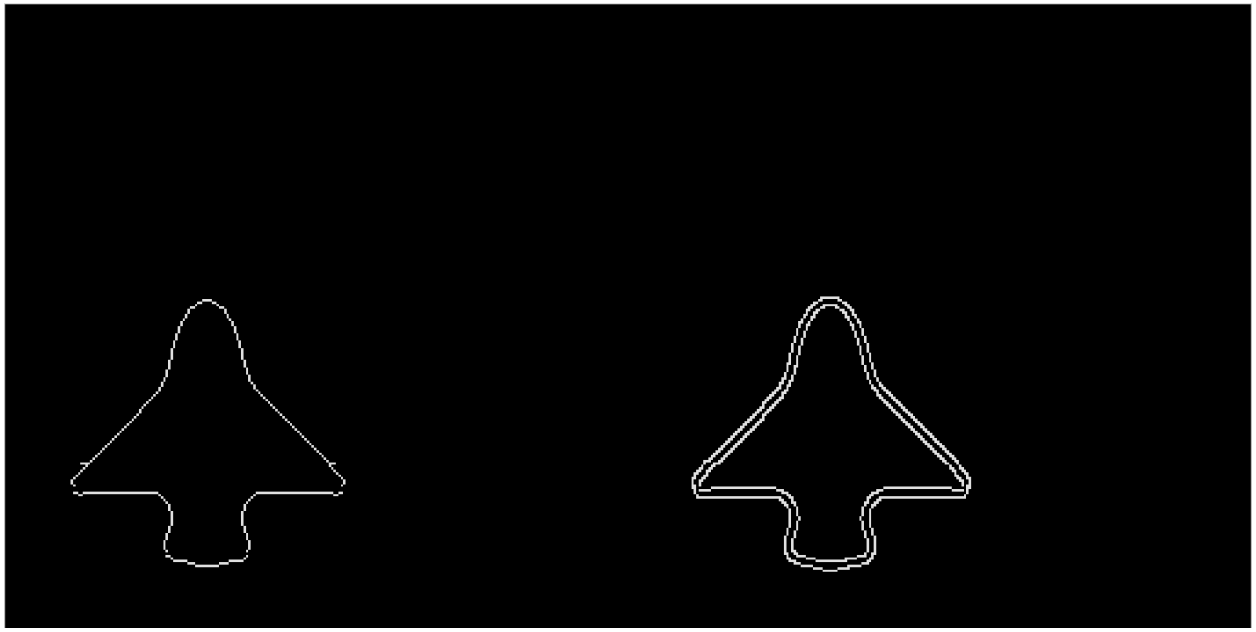


5. efectueaza asupra imaginii o filtrare gaussiana cu sigma=5 si afiseaza rezultatul

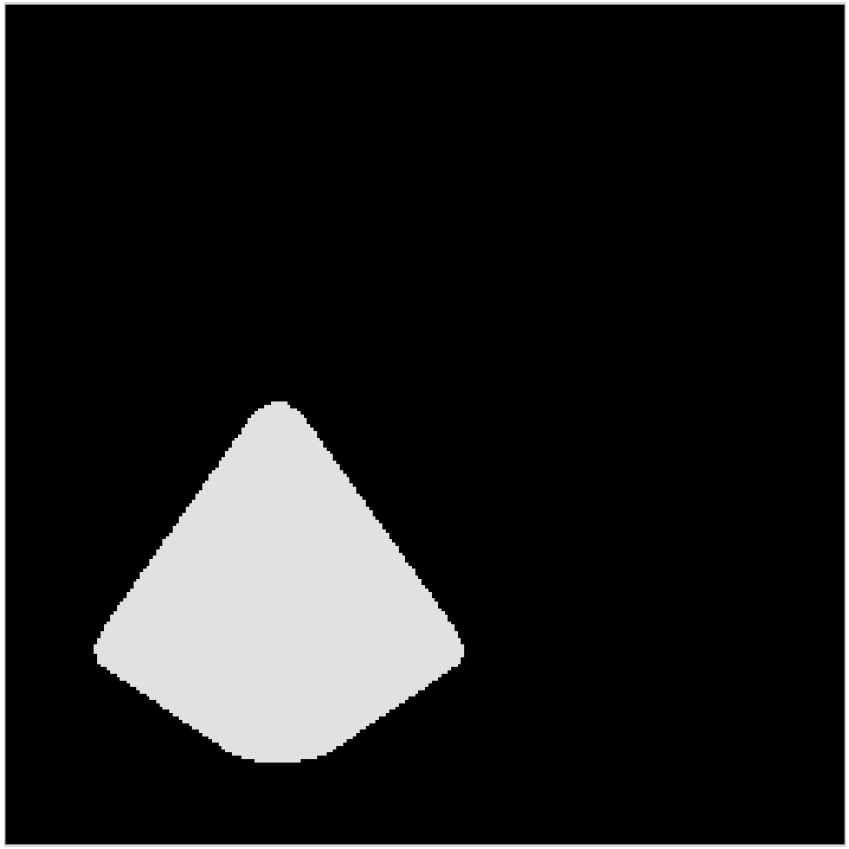
6. afiseaza harta de muchii dupa filtrare



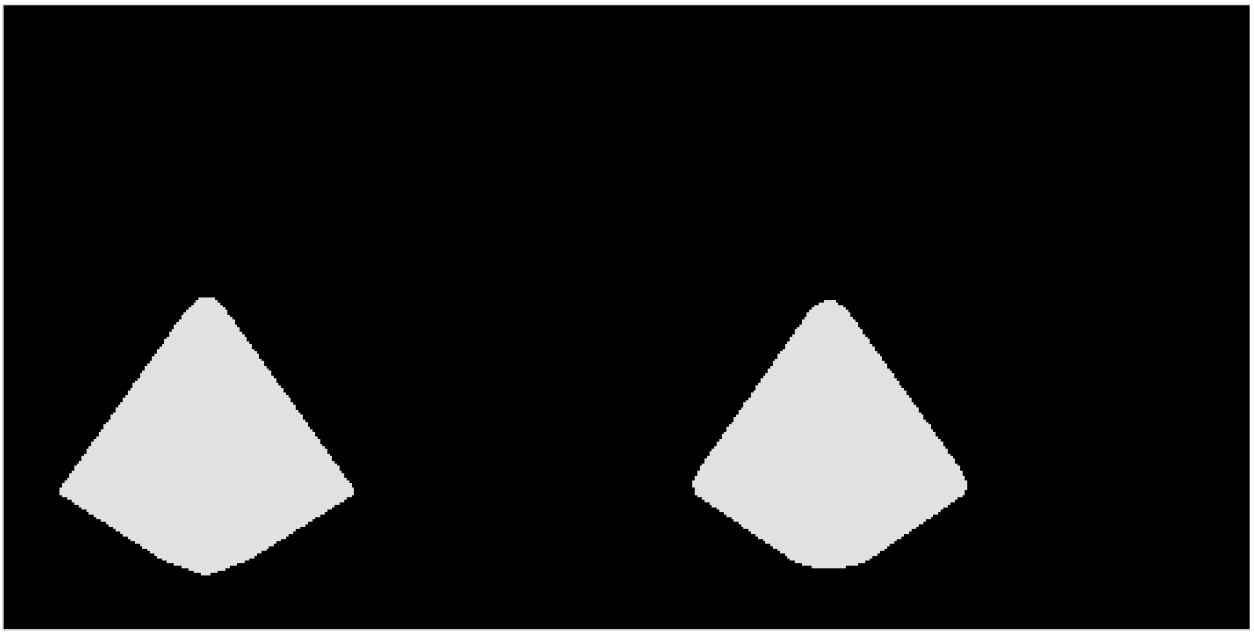
7. afiseaza gradientul hartii de muchii dupa filtrare



8. afiseaza anvelopa convexa a obiectului din imaginea filtrata



Adaug si o comparatie pentru a se putea vedea diferentele intre cele 2 imagini



O sa adaug aici codul si las si un link catre repository-ul dedicat acestei teme de pe github-ul meu.

%1.

```
% Read RGB image from graphics file.
im = imread('F0_1.bmp')

% Display image with true aspect ratio
imshow(im)
```

%2.

```
BW1 = edge(im);
imshow(BW1)
```

%3.

```
BW2 = edge(BW1,'Canny');
imshowpair(BW1,BW2,'montage')
```

%4.

```
CH = bwconvhull(BW1);
imshow(CH)
```

%5.

```
imreal = real(im);
imFiltered = imgaussfilt(imreal,5);
```

```
imshow(imFiltered)

%6.
BWFiltered = edge(imFiltered);
imshow(BWFiltered)

%7.
BW2Filtered = edge(BWFiltered,'Canny');
imshowpair(BWFiltered,BW2Filtered,'montage')

%8.
CHFiltered = bwconvhull(BWFiltered);
imshow(CHFiltered)
imshowpair(CH,CHFiltered,'montage')
```

Github: https://github.com/dremtar/Licenta