Project 2 (Java): You are to implement the three image enhancement methods taught in class: (1) 3x3 averaging, (2) 3x3 median filter, and (3) 3x3 2D-Gaussian filter.

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Project points: 12 pts

Language: Java

Due Date: Soft copy (*.zip) and hard copies (*.pdf):

+1 (13/12 pts): early submission, 9/11/2022, Sunday before midnight
-0 (12/12 pts): on time, 9/14/2022 Wednesday before midnight
-1 (11/12 pts): 1 day late, 9/15/2022 Thursday before midnight
-2 (10/12 pts): 2 days late, 9/16/2022 Friday before midnight
(-12/12 pts): non submission, 9/16/2022 Friday after midnight
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*** Name your soft copy and hard copy files using the naming convention as given in the project submission requirement.

*** All on-line submission MUST include Soft copy (*.zip) and hard copy (*.pdf) in the same email attachments with correct email subject as stated in the email requirement; otherwise, your submission will be rejected.

Include in your hard copy *.pdf file as follows:

- Cover page
- Source code
- inputImg
- AvgOut
- AvgThreshold
- MedianOut
- MedianThreshold
- GaussOut
- GaussThreshold

I. Input files:

a) inFile (args[0]): A txt file representing a grey-scale image with image header.

b) maskFile (args[1]): a mask for convolution, with the following format:

MaskRows MaskCols MaskMin MaskMax,

follow by MaskRows by MaskCols of pixel values

For example, a 3 by 3 mask may be

3 3 1 4

121

242

121

c) a threshold value (args[2]) // USE 38

II. Output files:

- 1) inputImg (args [3]): the input image after reformatting.
- 2) AvgOut (args[4]): the result of 3x3 averaging, after reformatting.
- 3) AvgThreshold (args[5])::The threshold result of 3x3 averaging, after reformatting.
- 4) MedianOut (args[6]): the result of 3x3 median filter, after reformatting.
- 5) MedianThreshold (args[7]): The threshold result of 3x3 median filter, after reformatting.
- 6) GaussOut (args[8]): the result of 3x3 Gaussian filter, after reformatting.
- 7) GaussThreshold (args[9]): The threshold result of 3x3 Gaussian filter, after reformatting.

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III. Data structure:
**********
- imageProcessing class
       - (int) numRows
       - (int) numCols
       - (int) minVal
       - (int) maxVal
       - (int) maskRows
       - (int) maskCols
       - (int) maskMin
       - (int) maskMax
       - (int) newMin
       - (int) newMax
       - (int) thrVal // from args[2]
       - (int) mirrorFramedAry [][] // a 2D array of size numRows + 2 by numCols + 2. dynamically allocate.
       - (int) avgAry [][] // a 2D array of size numRows + 2 by numCols + 2. dynamically allocate.
       - (int) medianAry [][] // a 2D array of size numRows + 2 by numCols + 2. dynamically allocate.
       - (int) GaussAry [][] // a 2D array of size numRows + 2 by numCols + 2. dynamically allocate.
       - (int) thrAry // a 2D array of size numRows + 2 by numCols + 2. dynamically allocate.
                                      // to hold the threshold result.
       - (int) mask2DAry [][] // a 2D Gaussian mask of size maskRows by maskCols used in the convolution,
       - (int) neighbor1DAry [9] //1-D array to hold a pixel[i,j]'s 3x3 neighbors for easy computation.
       - (int) mask1DAry [9] // to hold the 9 pixels of mask for easy computation.
    methods:
      - threshold (...)// see algorithm below.
      - imgReformat (...) // see algorithm below.
       - mirrorFraming (...) // On your own. The algorithm of Mirror framing was taught in class
       - loadImage (...) // On your own. Read from input file and load onto mirrorFramedAry begin at [1][1].
       - loadMask (...)// // load maskFile onto mask2DAry. On your own.
       - loadMask1DAry (...) // On your own. Load 9 pixels of mask into mask1DAry;
                              // using 2 loops; do NOT write 9 assignment.
       - loadNeighbor1DAry (...) // On your own. Load the 3 x 3 neighbors of mirrorFramedAry (i,j) into
                       //neighbor1DAry, using 2 loops; do NOT write 9 assignment.
       - sort (neighborAry) // Use any sorting algorithm. Call build-in or write your own.
       - computeAvg (...) // process the mirrorFramedAry begin at [1][1]; keep track of newMin and newMax.
                              // On your own. Similar to the computeMedian algorithm steps
       - computeMedian (...) // process the mirrorFramedAry begin at [1][1]; keep track of newMin and newMax.
                              // See algorithm below.
       - computeGauss (...) // process the mirrorFramedAry begin at [1][1]; keep track of newMin and newMax.
                              // See algorithm below.
       - (int) convolution (neighbor1DAry, mask1DAry) // See algorithm below.
       - imgReformat (...) // See algorithm below.
**********
IV. Main(...)
***********
step 0: open inFile, maskFile
         open all outfiles
         thrVal \leftarrow get from args[2]
step 1: numRows, numCols, minVal, maxVal ← read from inFile
         maskRows, maskCols, maskMin, maskMax ← read from maskFile
step 2: dynamically allocate all 1-D and 2-D arrays
step 3: loadMask (...)
       loadMask1DAry (...)
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step 4: loadImage (...)
step 5: mirrorFraming (...)
Step 6: imgReformat (mirrorFramedAry, minVal, maxVal, inputImg)
step 7: computeAvg (...)
       imgReformat (avgAry, newMin, newMax, avgOut)
       threshold (avgAry, thrAry)
       imgReformat (thrAry, newMin, newMax, MedianThreshold)
Step 8: computeMedian (...)
       imgReformat (medianAry, newMin, newMax, MedianOut)
       threshold (medianAry, thrAry)
       imgReformat (thrAry, newMin, newMax, MedianThreshold)
step 9: computeGauss (...)
       imgReformat (GaussAry, newMin, newMax, GaussOut)
       threshold (GaussAry, thrAry)
       imgReformat (thrAry, newMin, newMax, GaussThreshold)
step 10: close all files
************
V. computeMedian (...) // keep track of newMin and newMax
**********
step 0: newMin \leftarrow 9999; newMax \leftarrow 0
step 1: i \leftarrow 1
step 2: i \leftarrow 1
step 3: loadNeighbor1DAry (i, j, neighbor1DAry)
step 4: sort (neighborAry)
step 5: medianAry [i,j] ← neighborAry[4]
step 6: if newMin > medianAry [i,j]
               newMin ← medianAry [i,j]
           if newMax < medianAry [i,j]
               newMax ← medianAry [i,j]
step 7: i++
step 8: repeat step 3 to step 7 while j <= numCols
step 9: i++
step 10: repeat step 2 to step 9 while i <= numRows
************
VI. computeGauss (...) // keep track of newMin and newMax
*************
step 0: newMin \leftarrow 9999; newMax \leftarrow 0
step 1: i \leftarrow 1
step 2: i \leftarrow 1
step 3: loadNeighbor1DAry (i, j, neighbor1DAry)
step 4: GaussAry [i,i] 	convolution (neighbor1DAry, mask1DAry)
step 4: if newMin > GaussAry [i,j]
              newMin ← GaussAry [i,j]
           if newMax < GaussAry [i,j]
              newMax ← GaussAry [i,j]
step 5: j++
step 6: repeat step 3 to step 5 while i <= numCols
step 8: repeat step 2 to step 6 while I <= numRows
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VII. (int) convolution (neighbor1DAry, mask1DAry)
step 0: result \leftarrow 0
step 1: i \leftarrow 0
step 2: result += neighbor1DAry[i] * mask1DAry[i]
step 3: i++
step 4: repeat step 2 - \text{step } 3 while i < 9
step 5: return result
**********
VIII. imgReformat (inAry, newMin, newMax, OutImg)
**********
Step 1: OutImg ← output numRows, numCols, newMin, newMax
Step 2: str ← integer.toString(newMax) // Java build-in
         Width ← length of str
Step 3: r ← 1
Step 4: c ← 1
Step 5: OutImg \leftarrow inAry[r][c]
Step 6: str \leftarrow to string (inAry[r][c])
         WW ← length of str
Step 7: OutImg ← one blank space
         WW ++
Step 8: repeat step 7 while WW < Width
Step 9: c++
Step 10: repeat Step 5 to Step 9 while c <= numCols
Step 11: r++
Step 12: repeat Step 4 to Step 10 while r <= numRows
**********
VII. threshold (ary1, ary2)
**********
step 0: newMin \leftarrow 0
       newMax ← 1
step 1: i \leftarrow 1
step 2: j \leftarrow 1
step 3: if ary1[i][j] \ge thrVal
               ary2[i][j] \leftarrow 1
           else
               ary2[i][j] \leftarrow 0
step 4: j++
step 5: repeat step 3 to step 4 while j < numCols+2
step 6: i++
step 7: repeat step 2 to step 6 while i < numRows+2
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