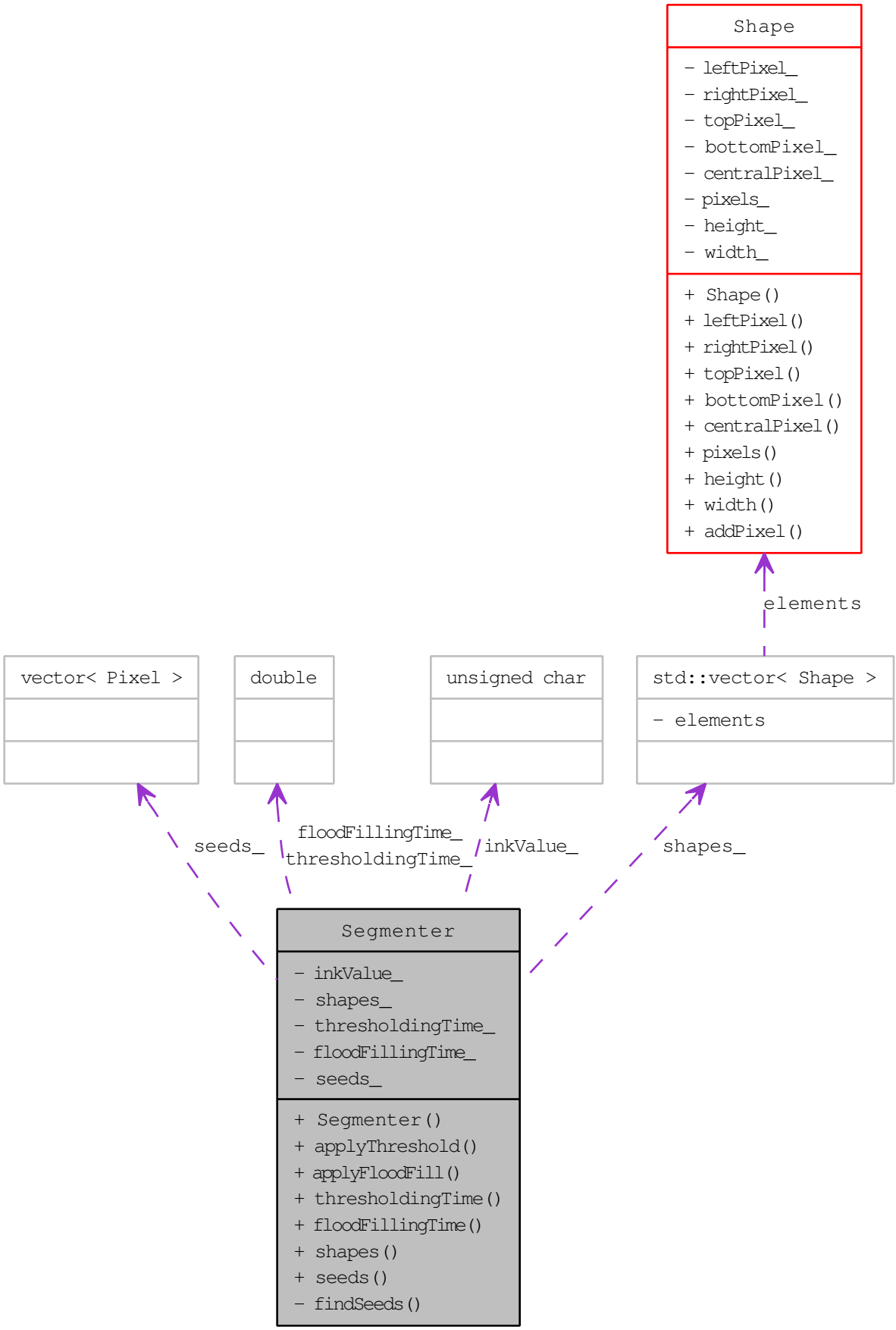
Shape
- leftPixel_
- rightPixel_
- topPixel_
- bottomPixel_
- centralPixel_
- pixels_
- height_
- width_
+ Shape()
+ leftPixel()
+ rightPixel()
+ topPixel()
+ bottomPixel()
+ centralPixel()
+ pixels()
+ height()
+ width()
+ addPixel()
elements
vector< Pixel >
double
unsigned char
std::vector< Shape >
- elements
seeds_
floodFillingTime_
thresholdingTime_
inkValue_
shapes_
Segmenter
- inkValue_
- shapes_
- thresholdingTime_
- floodFillingTime_
- seeds_
+ Segmenter()
+ applyThreshold()
+ applyFloodFill()
+ thresholdingTime()
+ floodFillingTime()
+ shapes()
+ seeds()
- findSeeds()