

double

char

noiseRemovalTime\_

optimalThresholdComputingTime\_

optimalThreshold\_

backgroundReferenceGrayLevel\_

backgroundReferenceGrayLevelFindingTime\_

## Preprocessor

- optimalThreshold\_
- backgroundReferenceGrayLevel\_
- noiseRemovalTime\_
- optimalThresholdComputingTime\_
- backgroundReferenceGrayLevelFindingTime\_

- + Preprocessor()
- + ~Preprocessor()
- + optimalThreshold()
- + optimalThreshold()
- + backgroundReferenceGrayLevel()
- + backgroundReferenceGrayLevel()
- + noiseRemovalTime()
- + optimalThresholdComputingTime()
- + backgroundReferenceGrayLevelFindingTime()
- + computeOptimalThreshold()
- + findBackgroundReferenceGrayLevel()
- + removeIsolatedNoise()