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CSE5524  
HW1

```
1.
grayIm = imread('buckeyes_gray.bmp');
imagesc(grayIm);
axis('image');
colormap('gray');
imwrite(grayIm, 'buckeyes_gray.jpg');
pause;

rgbIm = imread('buckeyes_rgb.bmp');
imagesc(rgbIm);
axis('image');
imwrite(rgbIm, 'buckeyes_rgb.jpg');
pause;
```



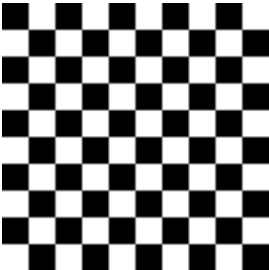
2.

```
grayIm = rgb2gray(rgbIm);  
imagesc(grayIm);  
axis('image');  
pause;
```



3.

```
zBlock = zeros(10, 10);  
oBlock = ones(10, 10) * 255;  
pattern = [zBlock oBlock; oBlock zBlock];  
checkerIm = repmat(pattern, 5, 5);  
imwrite(uint8(checkerIm), 'checkerIm.bmp');  
Im = imread('checkerIm.bmp');  
imagesc(Im)  
colormap('gray')  
axis('image');
```



4.

The converted image looked identical to the original gray image that was read in and displayed. The checkerboard was a 10 by 10 grid of black and white squares.