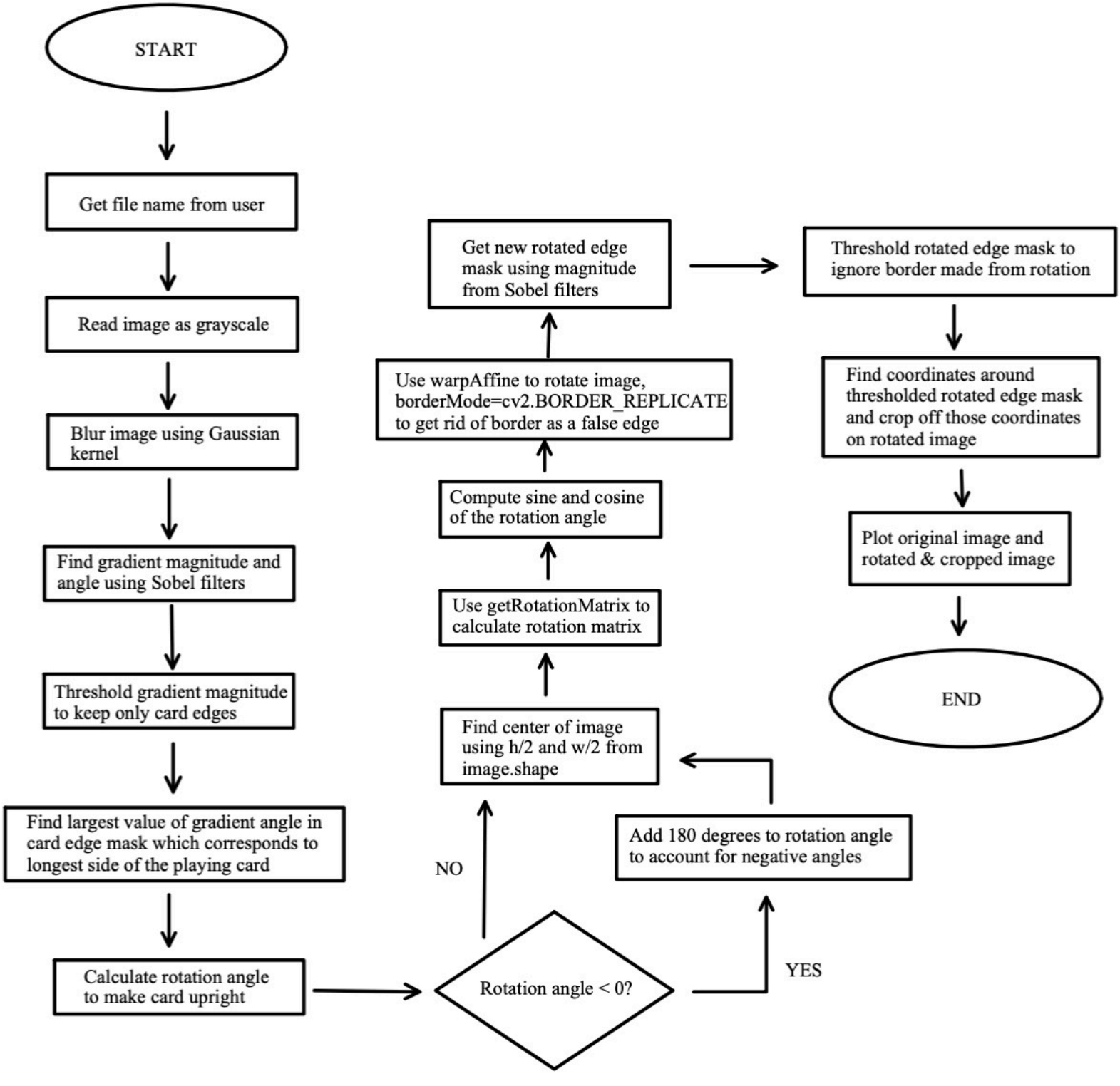
START
Get file name from user
Read image as grayscale
Blur image using Gaussian kernel
Find gradient magnitude and angle using Sobel filters
Threshold gradient magnitude to keep only card edges
Find largest value of gradient angle in card edge mask which corresponds to longest side of the playing card
Calculate rotation angle to make card upright
Rotation angle < 0?
NO
YES
Find center of image using h/2 and w/2 from image.shape
Use getRotationMatrix to calculate rotation matrix
Compute sine and cosine of the rotation angle
Use warpAffine to rotate image, borderMode=cv2.BORDER_REPLICATE to get rid of border as a false edge
Get new rotated edge mask using magnitude from Sobel filters
Add 180 degrees to rotation angle to account for negative angles
Threshold rotated edge mask to ignore border made from rotation
Find coordinates around thresholded rotated edge mask and crop off those coordinates on rotated image
Plot original image and rotated & cropped image
END