```
Vision::ImageProcessing
+ OriginalImg

    ProcessedIma

+ currentProg
+ ProgStep
# TempImg
# prog sig
+ connect_Progress()
+ ImageProcessing()
+ ~ImageProcessing()
+ getOrientented()
+ RotateImg()
+ extractChannel()
+ CopyMat()
+ CopyMat()
+ WhiteBackground()
+ ShowDebugImg()
# GetNRow()
   Vision::Conversion
+ OriginalColorSpace
+ ProcessedColorSpace

    XYZmat

whitePoint
+ Conversion()
+ Conversion()
+ Conversion()
+ ~Conversion()
+ operator=()
+ Convert()
+ Convert()

    Lab2RI()

    RGB2XYZ()

XYZ2Lab()

    RGB2Intensity()

f xyz2lab()
```