```cpp
1  #pragma once
2  #define MORPHOLOGICALFILTER_VERSION 1
3
4  #include "ImageProcessing.h"
5
6  namespace Vision
7  {
8      class MorphologicalFilter:
9          public ImageProcessing
10     {
11     public:
12
13         MorphologicalFilter();
14         MorphologicalFilter(const Mat &src);
15
16         ~MorphologicalFilter();
17
18         void Erosion(const Mat &mask, bool chain = false);
19         void Erosion(const Mat &src, Mat &dst, const Mat &mask);
20
21     private:
22
23     };
24
25 }
```