

## Vision::ImageProcessing

- + OriginalImg
- + ProcessedImg
- + currentProg
- + ProgStep
- # Templmg
- # prog\_sig

- + connect\_Progress()
- + ImageProcessing()
- + ~ImageProcessing()
- + getOrientented()
- + Rotatelmg()
- + extractChannel()
- + CopyMat()
- + CopyMat()
- + WhiteBackground()
- + ShowDebuglmg()
- # GetNRow()