```
Vision::ImageProcessing
+ OriginalImg

    ProcessedIma

+ currentProa
+ ProaStep
# TempIma
# prog sig
+ connect Progress()
+ ImageProcessing()
+ ~ImageProcessing()
+ extractChannel()
+ CopyMat()
+ CopyMat()
+ ShowDebugImg()
# GetNRow()
    Vision::Segment
 + BlobList

    LabelledIma

    + MaxLabel

    noOfFilteredBlobs

 + OriginalImgStats
 + ThresholdLevel
 + sigma
 + thresholdOffset
 + Segment()
 + Segment()
 + Segment()
 + ~Seament()
 + operator=()
 + LoadOriginalImg()
 + ConvertToBW()
 + ConvertToBW()
 + GetEdges()
```

+ GetEdges() and 6 more...

SetBorder()FloodFill()

GetThresholdLevel()

makeConsecutive()