```
Vision::ImageProcessing
+ OriginalImg
+ ProcessedImg
+ currentProg
+ ProgStep
# TempImg
# prog sig
+ connect Progress()
+ ImageProcessing()
+ ~ImageProcessing()
+ getOrientented()
+ RotateImg()
+ extractChannel()
+ CopyMat()
+ CopyMat()
+ WhiteBackground()
+ ShowDebugImg()
# GetNRow()
```

Vision::Segment + BlobList + LabelledImg + MaxLabel + noOfFilteredBlobs + OriginalImgStats + ThresholdLevel + sigma + thresholdOffset + Segment() + Segment() + Segment() + ~Segment()

+ operator=()
+ LoadOriginalImg()
+ ConvertToBW()
+ ConvertToBW()
+ GetEdges()
+ GetEdges()
and 6 more...

SetBorder()FloodFill()

GetThresholdLevel()

MakeConsecutive()
MakeConsecutive()
SortAdjacencyList()
ConnectedBlobs()
InvertAdjacencyList()