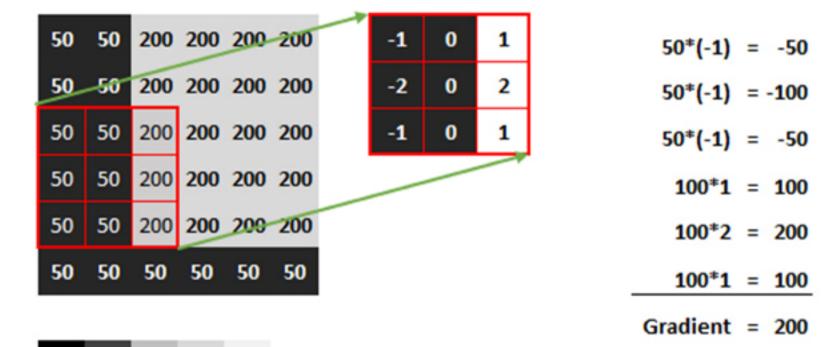
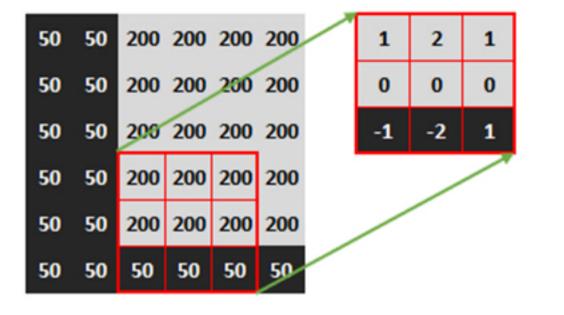
## a) x-direction kernel



255

## b) y-direction kernel



255

50*(-1)	=	-50
50*(-1)	=	-100
50*(-1)	=	-50
100*1	=	100
100*2	=	200
100*1	=	100
Gradient	=	200