

Q1

- a) We can see Moire effects in the output images .
- b) Bilinear Interpolation is implemented by 2 linear interpolation in horizontal and one linear interpolation in vertical
- c) Nearest neighbour interpolation implemented by first copying the image in the respective pixels in the bigger matrix and then assigning intensities to the remaining pixels equal to the intensity of the nearest neighbour. Here when both are equidistant left is chosen over right and top is chosen over bottom