PART II (Due Sep 20th at 11:55PM)

Now let's make some noise in the image

After changing the image to black and white which you did in PART I (a) make a call to function_noiseImage to create a noise in a black and white image. This part to help you see how expand and shrink works. The function should do the following:

a) The function adds binary noise to an image. This function receives an image and a floating point number p that indicates the probability that each pixel in the image will be flipped, i.e., turned from black to white or vice versa. For example, if the pixel is 0, then we switch it to 255. That will make holes in the image. If the pixel is while, we change it to black. That will make a noise in the image.
b) Save the noiseImage as "noise.pbm"

Great job, don't forget to submit PART I if you have not already, and submit PART II, and take a break

Submitting Information:

- Use the code I provided
- You should have all code in a zip file
- Submit your work on Canvas.