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اسم المادة : - الرؤيا بالماكنة

```
' load image and print its data

Private Sub Command1_Click()
CommonDialog1.Filter = "*.*|*.*"
CommonDialog1.ShowOpen
Picture1.Picture = LoadPicture(CommonDialog1.FileName)

x = Picture1.ScaleWidth
y = Picture1.ScaleHeight

 For i = 0 To x - 1
 For j = 0 To y - 1
 a = Picture1.Point(i, j)

Print a


Next
Print
Next
```

```
' read image and print its gray and binary image

Private Sub Command1_Click()
CommonDialog1.Filter = "*.*|*.*"
CommonDialog1.ShowOpen
Picture1.Picture = LoadPicture(CommonDialog1.FileName)

x = Picture1.ScaleWidth
y = Picture1.ScaleHeight

 For i = 0 To x - 1
 For j = 0 To y - 1
 a = Picture1.Point(i, j)

r = a Mod 256
g = ((a And &HFF00FF00) / 256&)
b = ((a And &HFF0000) / 65536)
If r < 0 Then r = 0
If r > 255 Then r = 255
If g < 0 Then g = 0
If g > 255 Then g = 255
If b < 0 Then b = 0
If b > 255 Then b = 255
gry = r * 0.3 + g * 0.59 + b * 0.11

 Picture1.PSet (i, j), RGB(gry, gry, gry)


' binary
'If gry < 128 Then
'bin = 0
'Else
'bin = 255
'End If
' Picture1.PSet (i, j), RGB(bin, bin, bin)


Next
Print
Next

End Sub

' H.W. convert the image to red, green, blue
```

Zero order

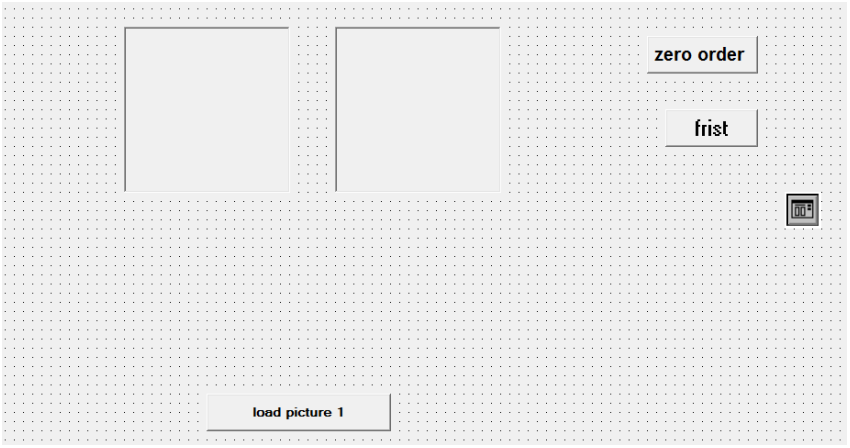
```
Private Sub Command23_Click()
m = 0: n = 1
Y = Picture1.Height
X = Picture2.Width
Picture2.Height = Y * 2
Picture2.Width = X * 2
Cls
For i = 1 To Picture1.ScaleWidth
For j = 1 To Picture1.ScaleHeight
aa = Picture1.Point(i, j)
r1 = aa Mod 256
g1 = ((aa And &HFF00FF00) / 256&)
b1 = ((aa And &HFF0000) / 65536)
If r1 < 0 Then r1 = 0
If g1 < 0 Then g1 = 0
If b1 < 0 Then b1 = 0
If r1 > 256 Then r1 = 256
If g1 > 256 Then g1 = 256
If b1 > 256 Then b1 = 256
m = m + 1
Picture2.PSet (n, m), RGB(r1, g1, b1)
m = m + 1
Picture2.PSet (n, m), RGB(r1, g1, b1)
Next j
n = n + 1
For o = 1 To m
w = Picture2.Point(n - 1, o)
Picture2.PSet (n, o), w
Next o
m = 0
n = n + 1
```

```
Next i
MsgBox ("finsh")
End Sub
```

First order

```
Private Sub Command34_Click()
n = 1: m = 0
X = Picture1.Width
Y = Picture1.Height
Picture2.Height = Y * 2
Picture2.Width = X * 2
For i = 1 To Picture1.ScaleHeight
For j = 1 To Picture1.ScaleWidth
pixel1 = Picture1.Point(i, j)
pixel2 = Picture1.Point(i, j + 1)
red = pixel1 Mod 256
 green = ((pixel1 And &HFF00FF00) / 256&)
 blue = (pixel1 And &HFF0000) / 65536
 If red < 0 Then red = 0
If green < 0 Then green = 0
If blue < 0 Then blue = 0
If red > 255 Then red = 255
If green > 255 Then green = 255
If blue > 255 Then blue = 255
red2 = pixel2 Mod 256
 green2 = ((pixel2 And &HFF00FF00) / 256&)
 blue2 = (pixel2 And &HFF0000) / 65536
If red2 < 0 Then red2 = 0
If green2 < 0 Then green2 = 0
If blue2 < 0 Then blue2 = 0
If red2 > 255 Then red2 = 255
If green2 > 255 Then green2 = 255
```

```
If blue2 > 255 Then blue2 = 255
 m = m + 1
Picture2.PSet (n, m), RGB(red, green, blue)
r3 = red + red2 / 2
g3 = green + green2 / 2
b3 = blue + blue2 / 2
m = m + 1
If r3 < 0 Then r3 = 0
If g3 < 0 Then g3 = 0
If b3 < 0 Then b3 = 0
If r3 > 255 Then r3 = 255
If g3 > 255 Then g3 = 255
If b3 > 255 Then b3 = 255
Picture2.PSet (n, m), RGB(r3, g3, b3)
Next j
n = n + 1
For Z = 1 To m
w = Picture2.Point(n - 1, Z)
Picture2.PSet (n, Z), w
Next Z
m = 0
n = n + 1
Next i
MsgBox ("finsh....")
End Sub
```



ADD

```
Private Sub Command13_Click()
X = Picture1.ScaleWidth
Y = Picture1.ScaleHeight
Picture3.Height = Picture1.Height
Picture3.Width = Picture1.Width
For i = 0 To X - 1
For j = 0 To Y - 1
pixel = Picture1.Point(i, j)
red = pixel Mod 256
 green = ((pixel And &HFF00FF00) / 256&)
 blue = (pixel And &HFF0000) / 65536
 If red < 0 Then red = 0
If green < 0 Then green = 0
If blue < 0 Then blue = 0
If red > 256 Then red = 256
If green > 256 Then green = 256
If blue > 256 Then blue = 256



pixel2 = Picture2.Point(i, j)
```

```
red2 = pixel2 Mod 256
 green2 = ((pixel2 And &HFF00FF00) / 256&)
 blue2 = (pixel2 And &HFF0000) / 65536
If red2 < 0 Then red2 = 0
If green2 < 0 Then green2 = 0
If blue2 < 0 Then blue2 = 0
If red2 > 256 Then red2 = 256
If green2 > 256 Then green2 = 256
If blue2 > 256 Then blue2 = 256


 r3 = red + red2
g3 = green + green2
b3 = blue + blue2
If r3 < 0 Then r3 = 0
If g3 < 0 Then g3 = 0
If b3 < 0 Then b3 = 0
If r3 > 256 Then r3 = 256
If g3 > 256 Then g3 = 256
If b3 > 256 Then b3 = 256

Picture3.PSet (i, j), RGB(r3, g3, b3)
Next
Next
End Sub
```

OR

```
Private Sub OR_Click()
x = Picture1.ScaleWidth
y = Picture1.ScaleHeight
k = 0
Picture3.Width = Picture1.Width
Picture3.Height = Picture1.Height
```

```
For i = 0 To x - 1
For j = 0 To y - 1

pixel1(i, j) = Picture1.Point(i, j)
red1(k) = pixel1(i, j) Mod 256
green1(k) = ((pixel1(i, j) And &HFF00FF00) / 256&)
blue1(k) = ((pixel1(i, j) And &HFF0000) / 65536)
If red1(k) < 0 Then red1(k) = 0
If red1(k) > 255 Then red1(k) = 255
If green1(k) < 0 Then green1(k) = 0
If green1(k) > 255 Then green1(k) = 255
If blue1(k) < 0 Then blue1(k) = 0
If blue1(k) > 255 Then blue1(k) = 255

pixel2(i, j) = Picture2.Point(i, j)
red2(k) = pixel2(i, j) Mod 256
green2(k) = ((pixel2(i, j) And &HFF00FF00) / 256&)
blue2(k) = ((pixel2(i, j) And &HFF0000) / 65536)
If red2(k) < 0 Then red2(k) = 0
If red2(k) > 255 Then red2(k) = 255
If green2(k) < 0 Then green2(k) = 0
If green2(k) > 255 Then green2(k) = 255
If blue2(k) < 0 Then blue2(k) = 0
If blue2(k) > 255 Then blue2(k) = 255


red3(k) = red1(k) Or red2(k)
green3(k) = green1(k) Or green2(k)
blue3(k) = blue1(k) Or blue2(k)


If red3(k) < 0 Then red3(k) = 0
If red3(k) > 255 Then red3(k) = 255
If green3(k) < 0 Then green3(k) = 0
```

```
If green3(k) > 255 Then green3(k) = 255
If blue3(k) < 0 Then blue3(k) = 0
If blue3(k) > 255 Then blue2(k) = 255


Picture3.PSet (i, j), RGB(red3(k), green3(k), blue3(k))
k = k + 1
Next
Next
End Sub
```