Develop a program that edits the input image

- ✓ Read 'lena.png' an image as a color image. Depending on keyboard input of a user, your program should do the following operations.
 - Negative transformation on the user input 'n'
 - Gamma transformation with the value of gamma as 2.5 on the user input 'g'
 - Histogram equalization on the user input 'h'
 - Reset the image on the user input 'r'



Develop a program that edits the input image

- ✓ Read 'colorful.jpg' an image as a color image. Depending on keyboard input of a user, your program should do the following operations.
 - Color slicing on the user input 's'
 - » Hue value: 9<hue<23
 - Color conversion on the user input 'c'
 - » Increase Hue value by 50
 - » For hue values bigger than 129, subtract 129 instead
 - Reset the image on the user input 'r'



Develop a program that edits the input image

- ✓ Read 'balancing.jpg' an image as a color image. Depending on keyboard input of a user, your program should do the following operations.
 - Average filtering on the user input 'a'
 - » Use "blur" function with mask size as 9X9
 - White balancing by using gray world assumption on the user input 'w'
 - Reset the image on the user input 'r'



❖ Your program should display three windows

- ✓ 'lena ', 'colorful', 'balancing'
- Depending on the input of a user, contents in a window should be changed.
- ✓ For color conversion, use CV_BGR2HSV and CV_HSV2BGR
- ✓ Use waitKey for user interaction
 - waitKey returns the code of the pressed key or 1 if no key was pressed before the specified time had elapsed
 - ESC \rightarrow 27



Dec Hx Oct Char	Dec	Нх	Oct	Html	Chr	Dec	Нх	Oct	Html	Chr	Dec	Нх	Oct	Html Ch	ır_
0 0 000 NUL (null)	32	20	040	6#32;	Space	64	40	100	@	0	96	60	140	`	*
1 1 001 SOH (start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2 2 002 STX (start of text)	34	22	042	a#34;	**	66	42	102	B	В	98	62	142	b	b
3 3 003 ETX (end of text)				# ;		-			C					c	
4 4 004 EOT (end of transmission)	36	24	044	%#36;	ş	68	44	104	D	D	100	64	144	d	d
5 5 005 ENQ (enquiry)				a#37;					E					e	
6 6 006 ACK (acknowledge)				&					F					f	
7 7 007 BEL (bell)				'		- 100			G					g	
8 8 010 BS (backspace)				(6#72;					h	
9 9 011 TAB (horizontal tab))					6#73;					i	
10 A 012 LF (NL line feed, new line)				6#42;					6#74;					j	
<pre>11 B 013 VT (vertical tab)</pre>				a#43;					a#75;					k	
12 C 014 FF (NP form feed, new page)				a#44;	(*)				a#76;					l	
13 D 015 CR (carriage return)				a#45;	70.				M					m	
14 E 016 SO (shift out)				.		100000000000000000000000000000000000000			a#78;					n	
15 F 017 SI (shift in)				6#47;					6#79;					o	
16 10 020 DLE (data link escape)				0					P					p	
17 11 021 DC1 (device control 1)				1					Q					q	
18 12 022 DC2 (device control 2)				2					R					r	
19 13 023 DC3 (device control 3)				3					S					s	
20 14 024 DC4 (device control 4)				4					T					t	
21 15 025 NAK (negative acknowledge)	1.00			5					U					u	
22 16 026 SYN (synchronous idle)				a#54;					V					v	
23 17 027 ETB (end of trans. block)				7		1000			6#87;					w	
24 18 030 CAN (cancel)	1000			8					6#88;					x	
25 19 031 EM (end of medium)	57			6#57;		1,000,100			6#89;					y	
26 1A 032 SUB (substitute)				6#58;					6#90;					6#122;	
27 1B 033 ESC (escape)				6#59;	100	275			6#91;	_				{	
28 1C 034 FS (file separator)				6#60;	100				6#92;					6#124;	
29 1D 035 GS (group separator)	1200			6#61;					6#93;					6#125;	
30 1E 036 RS (record separator)				6#62;	70				6#94;					6#126;	
31 1F 037 US (unit separator)	03	Jr.	0//	?	2	95	10	13/	6#95;	_					
									5	OUPC	e: w	ww.	Look	upTables	mos.

