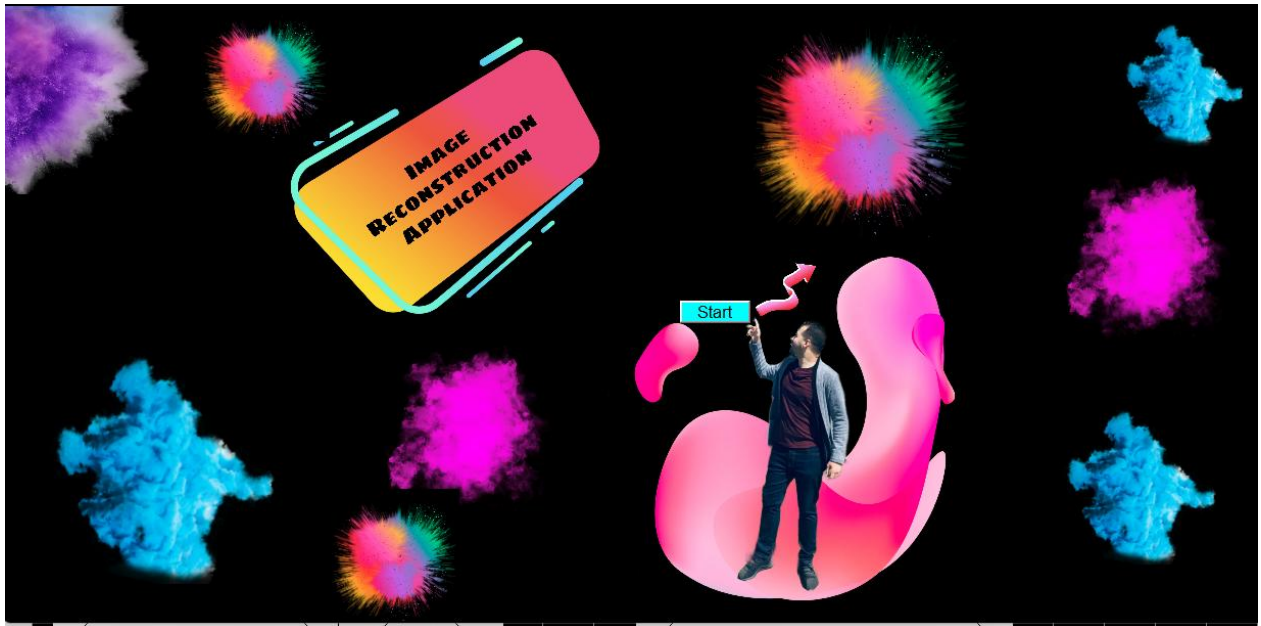
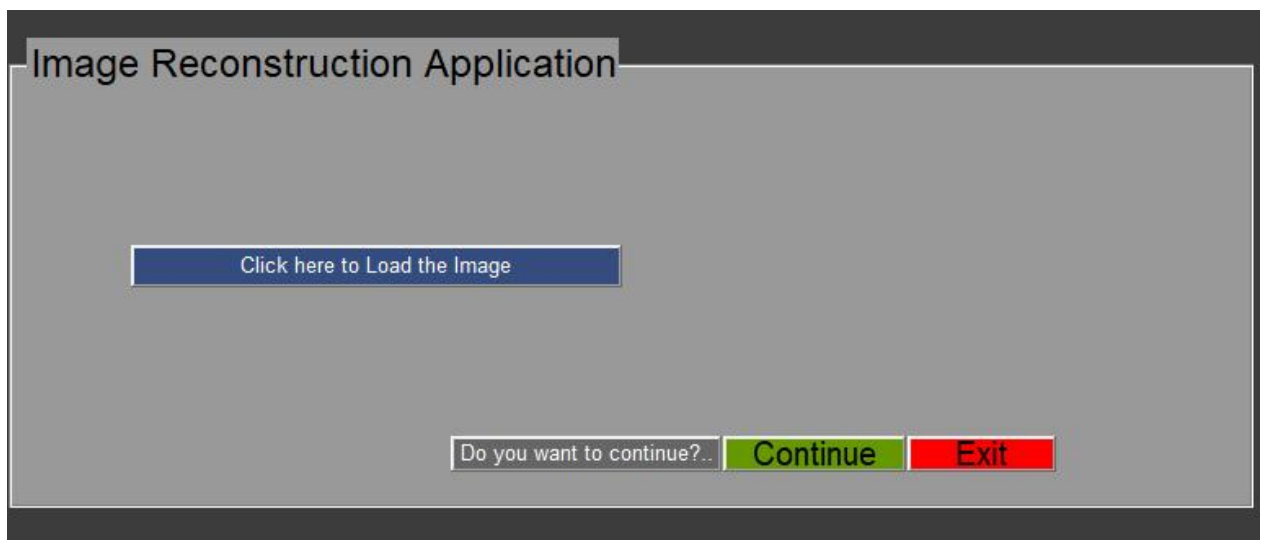


## 6. User Interface

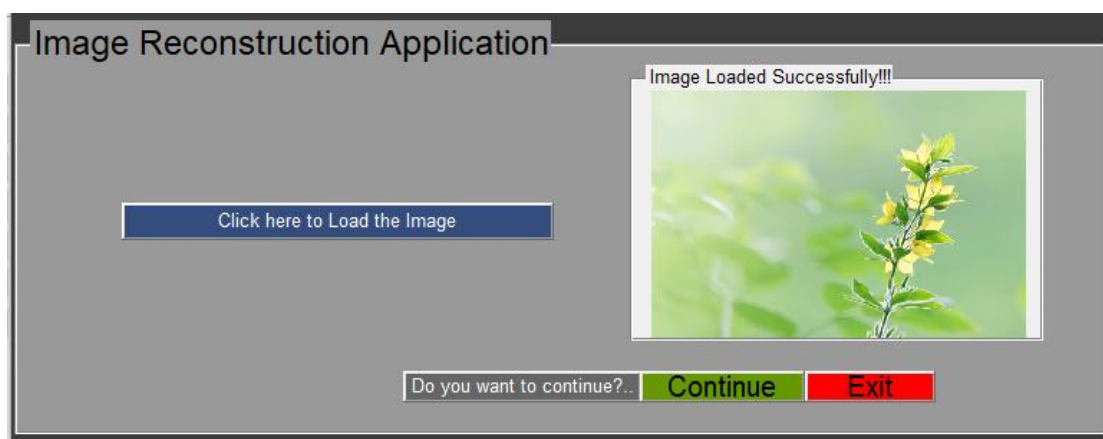
### START PAGE:



### MAIN PAGE:

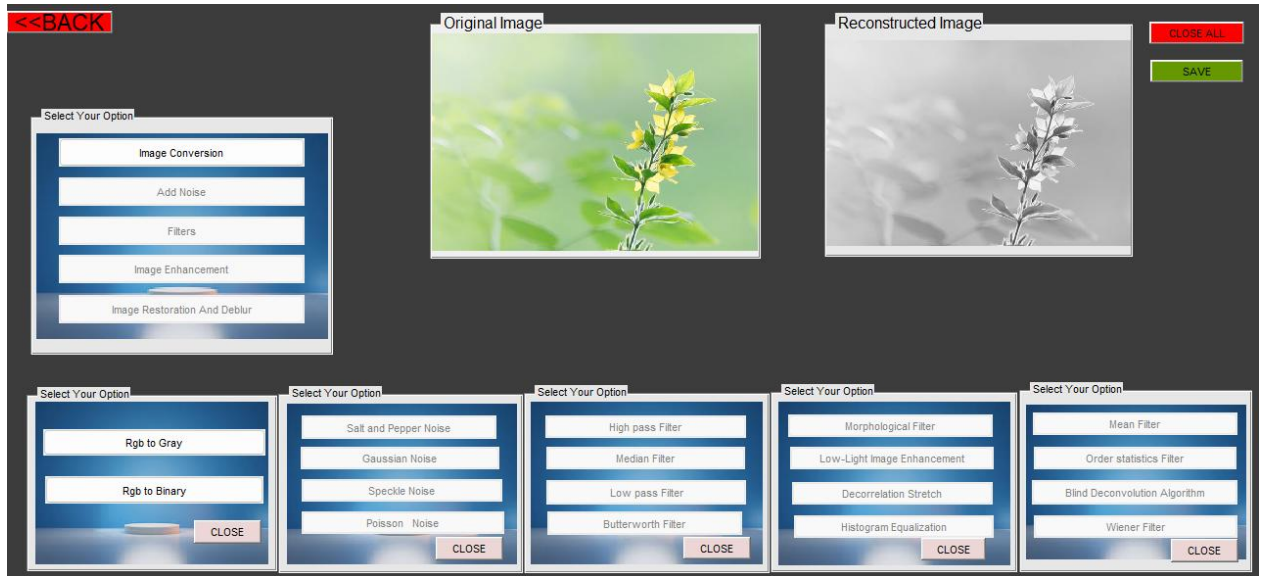


### LOAD IMAGE MODULE:

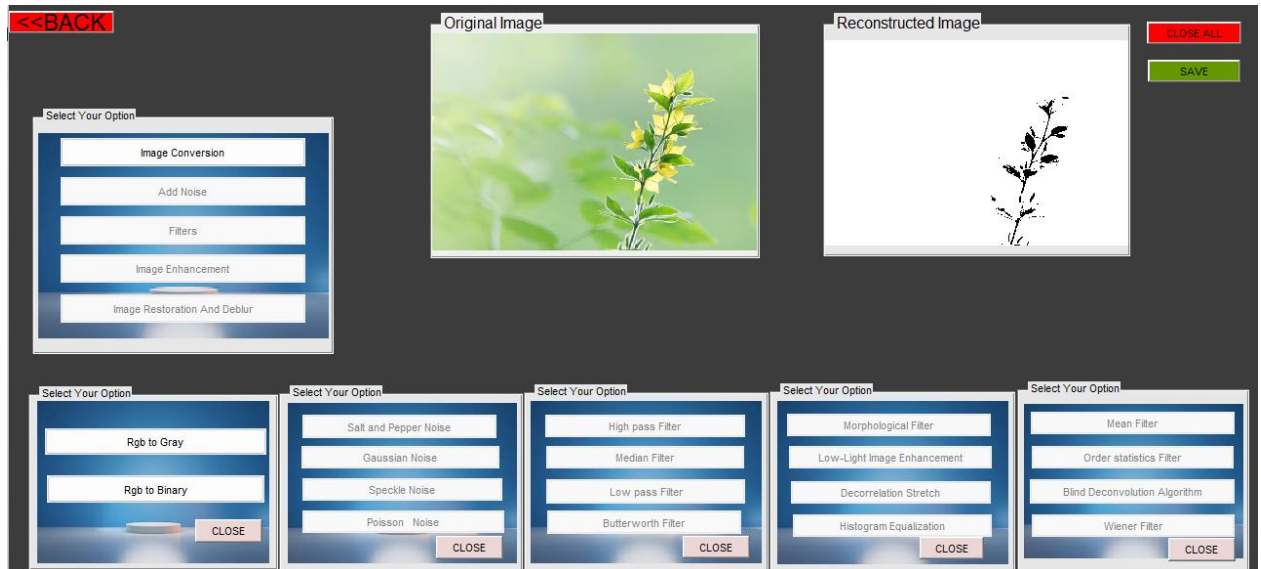


## IMAGE CONVERSION:

### RGB TO GRAY:

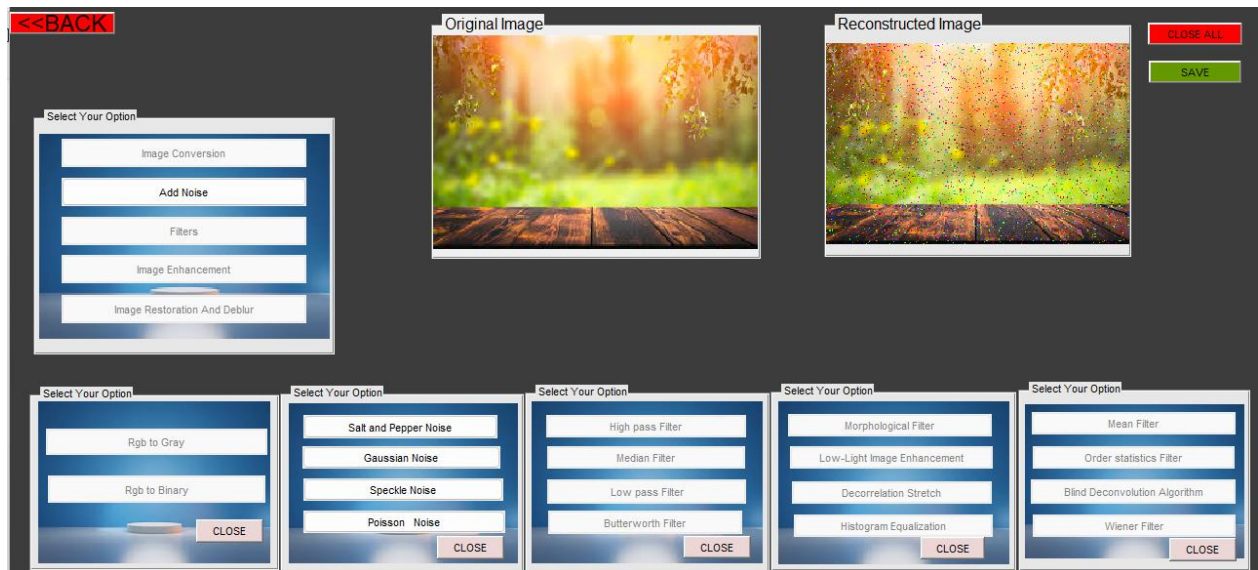


### RGB TO BINARY:

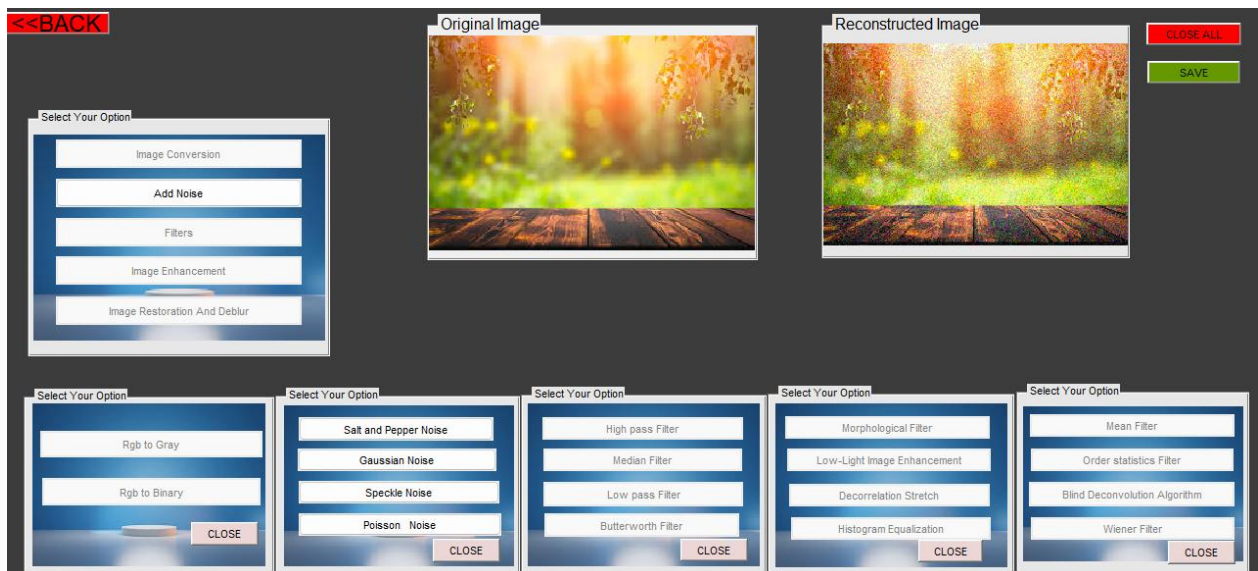


**ADD NOISE:**

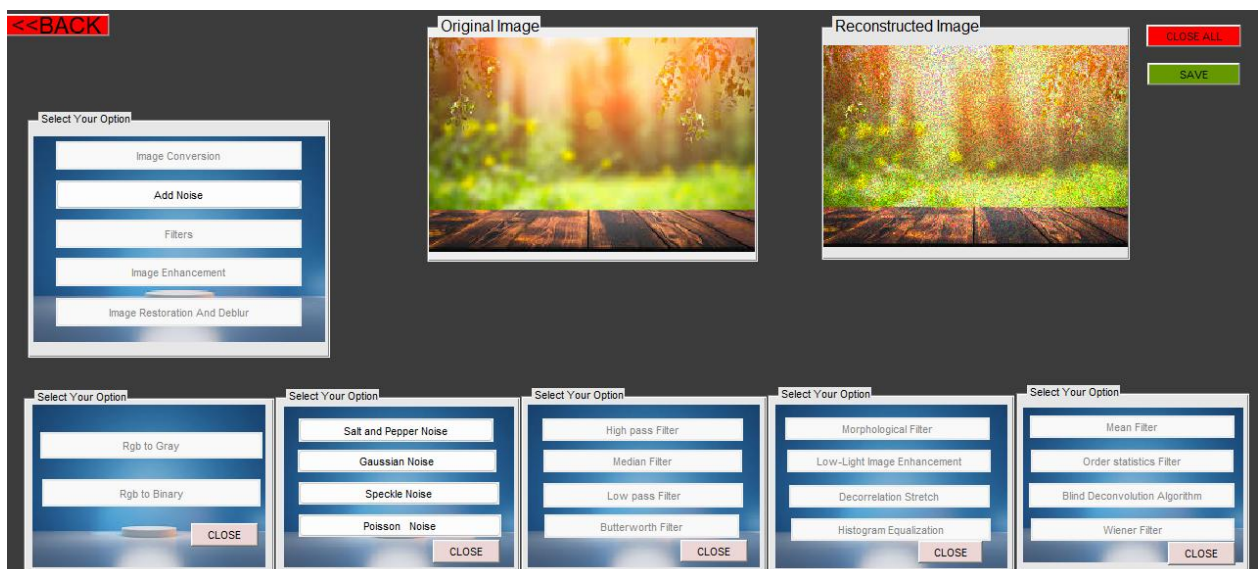
**SALT AND PEPPER NOISE:**



**GAUSSIAN NOISE:**

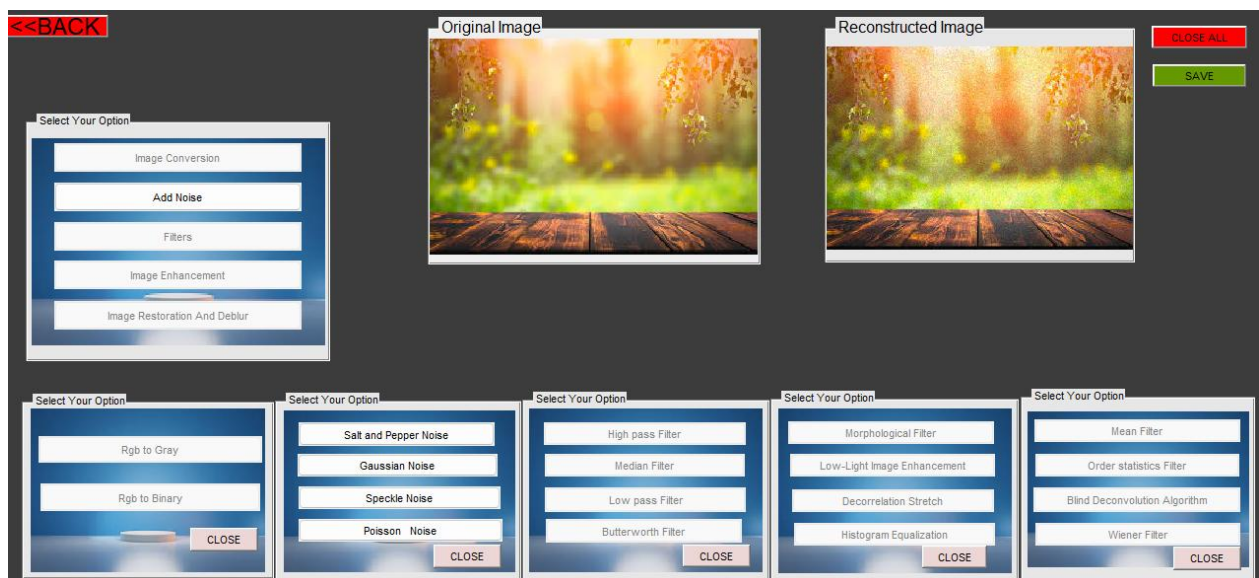


**SPECKLE NOISE:**



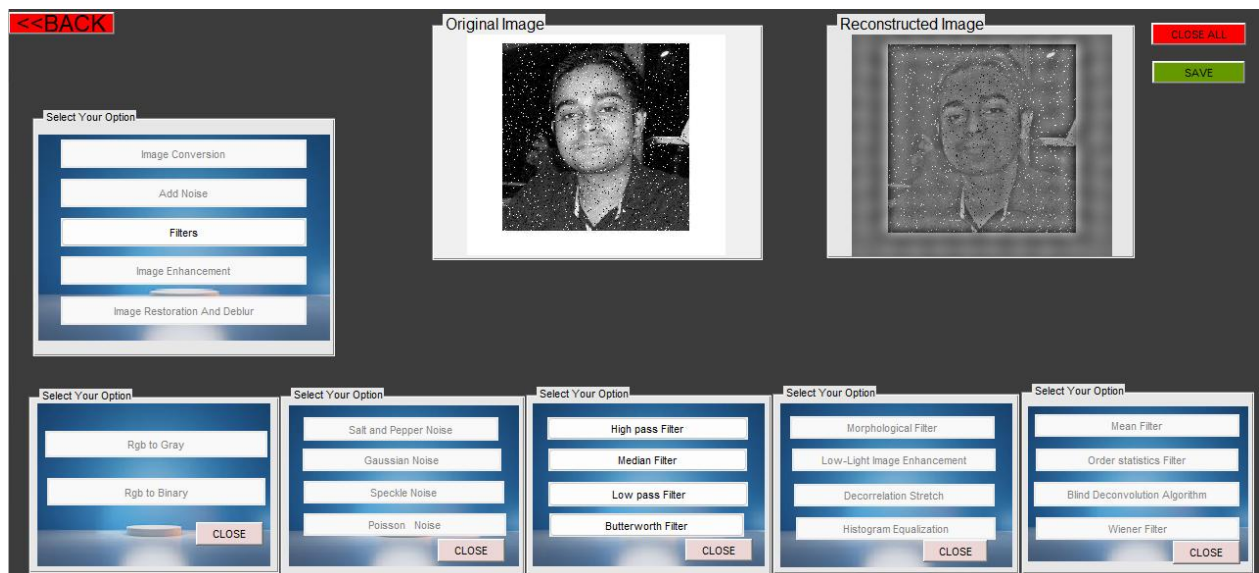


## POISSON NOISE:

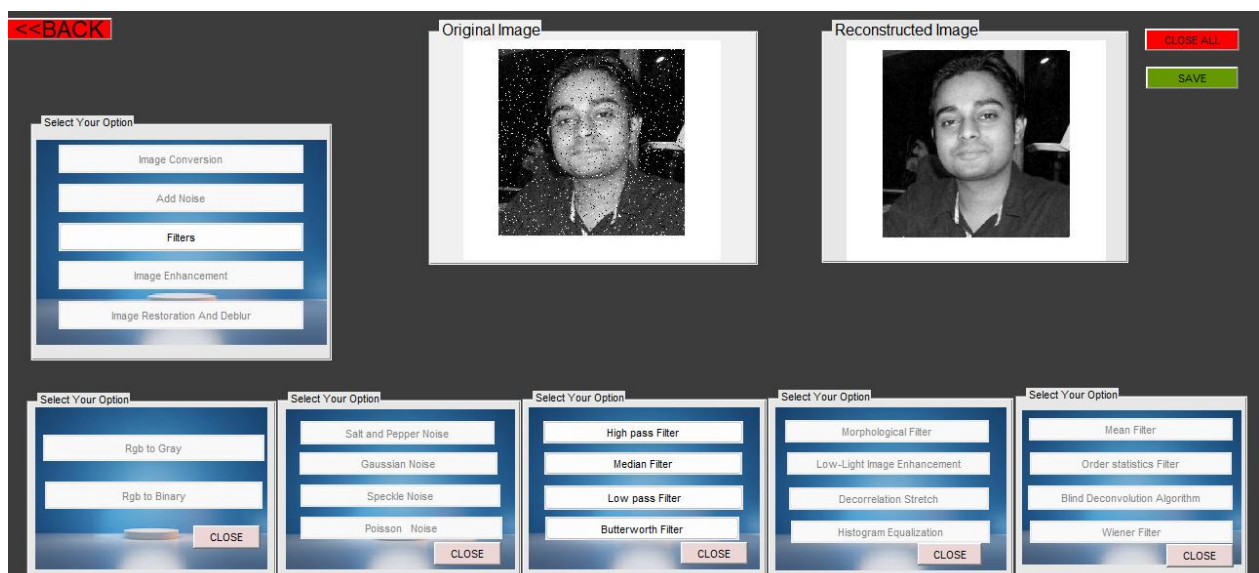


## FILTERS:

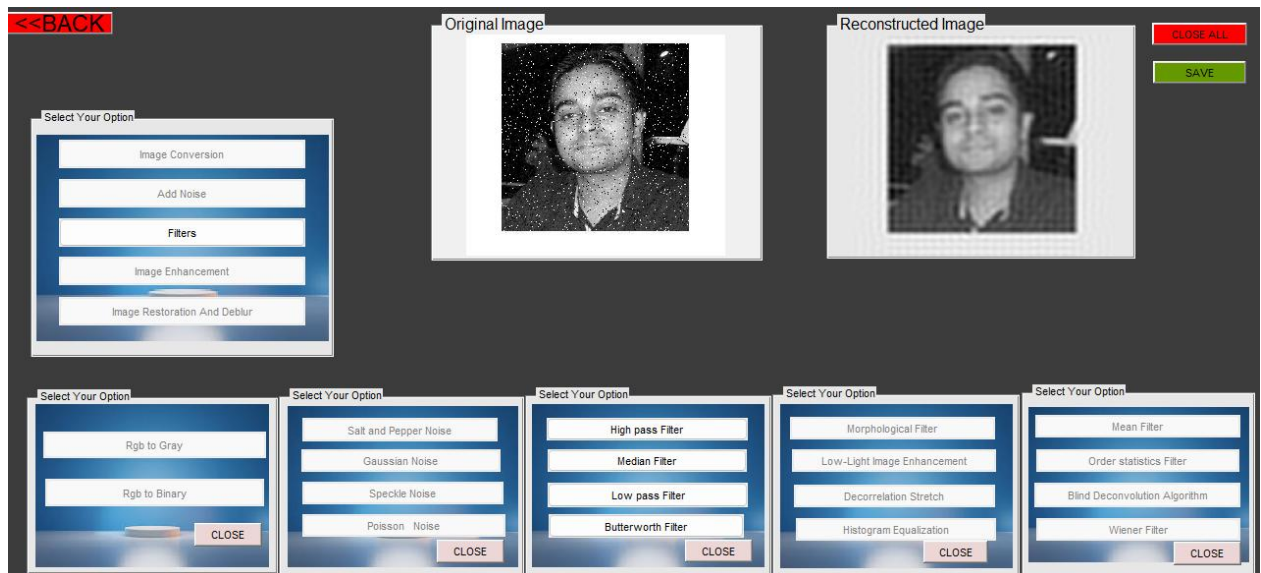
### HIGHPASS FILTER:



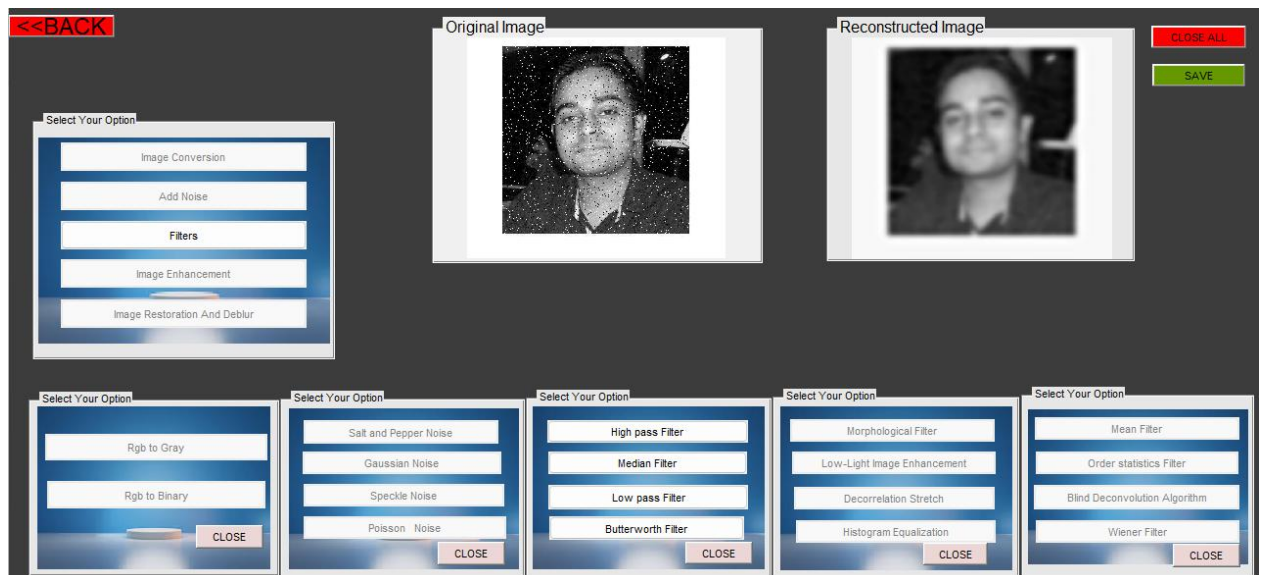
### MEDIAN FILTER:



## LOWPASS FILTER:



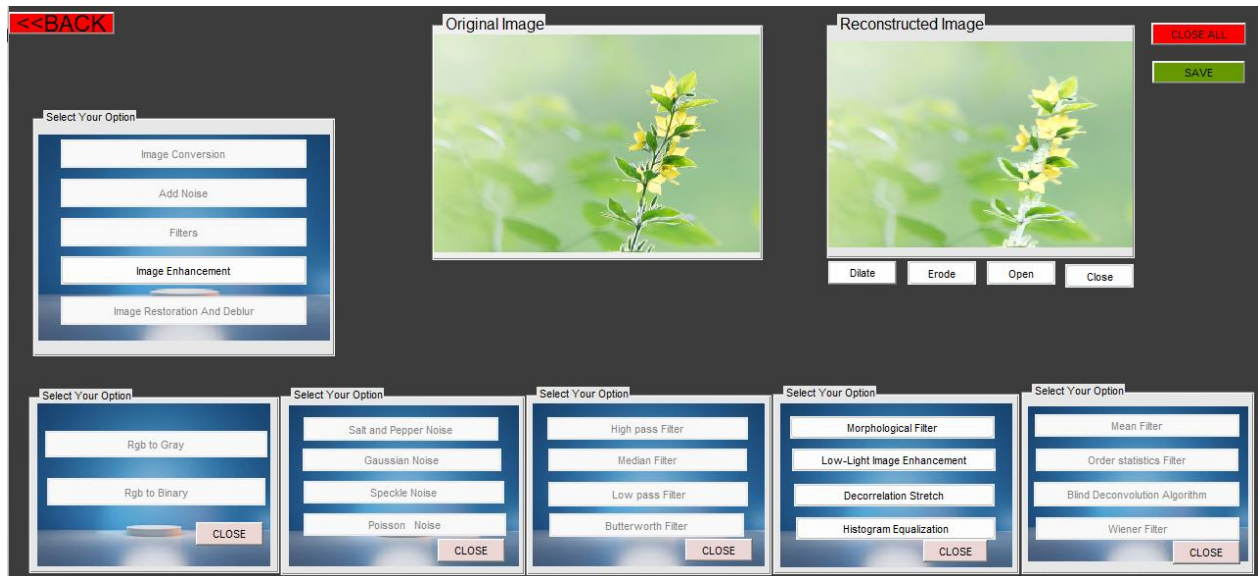
## BUTTERWORTH FILTER:



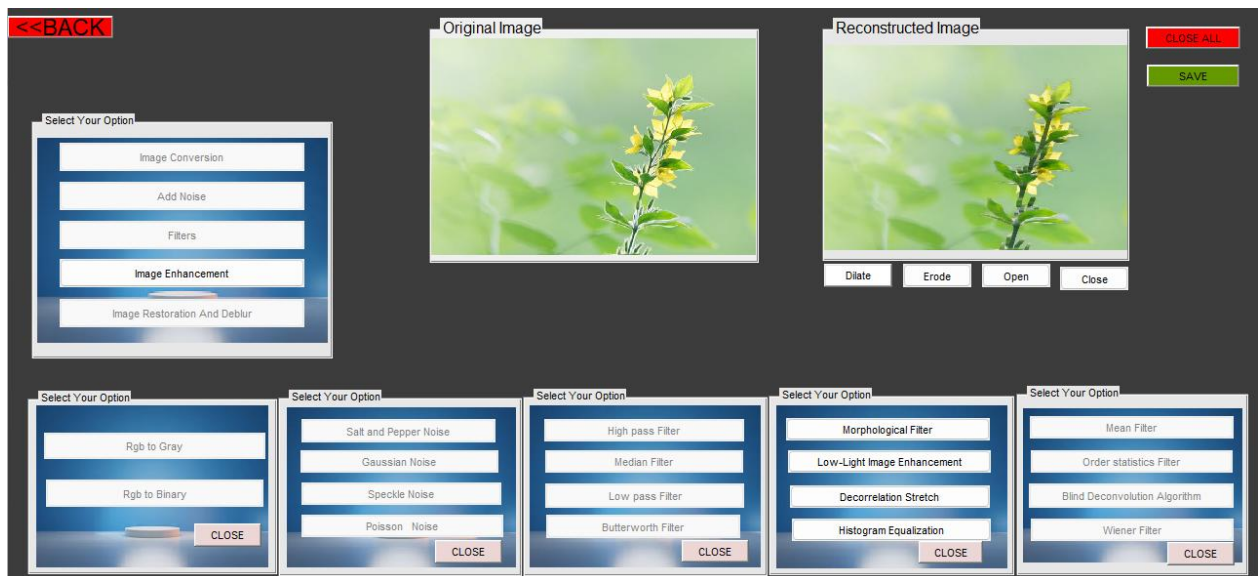
# IMAGE ENHANCEMENT

## MORPHOLOGICAL FILTER

### DILATE

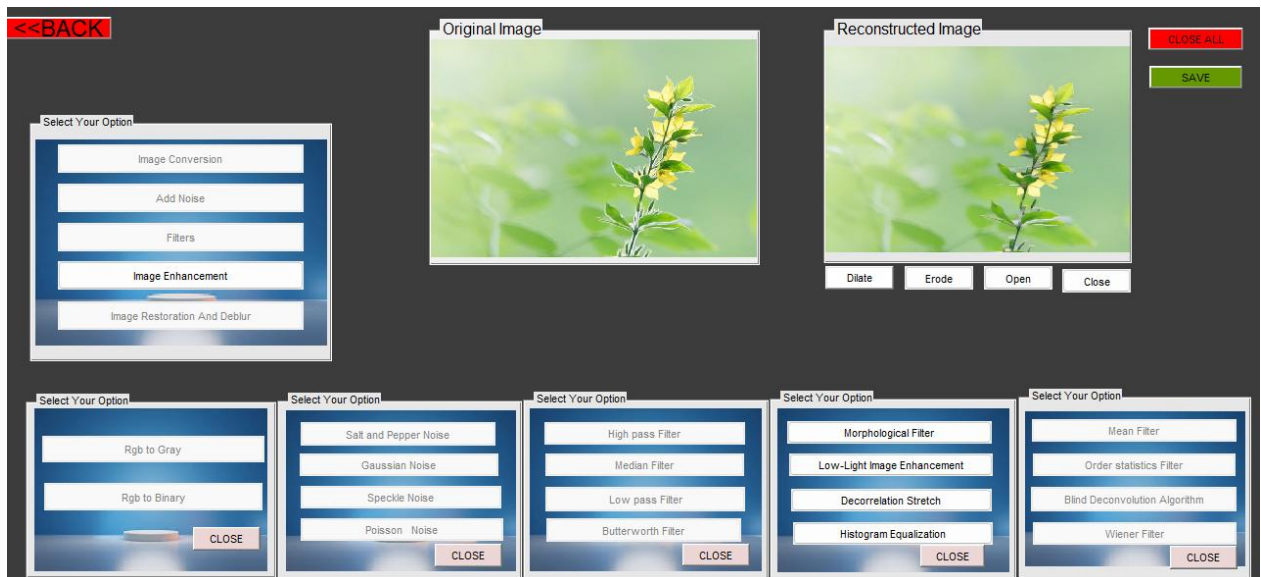


### ERODE:

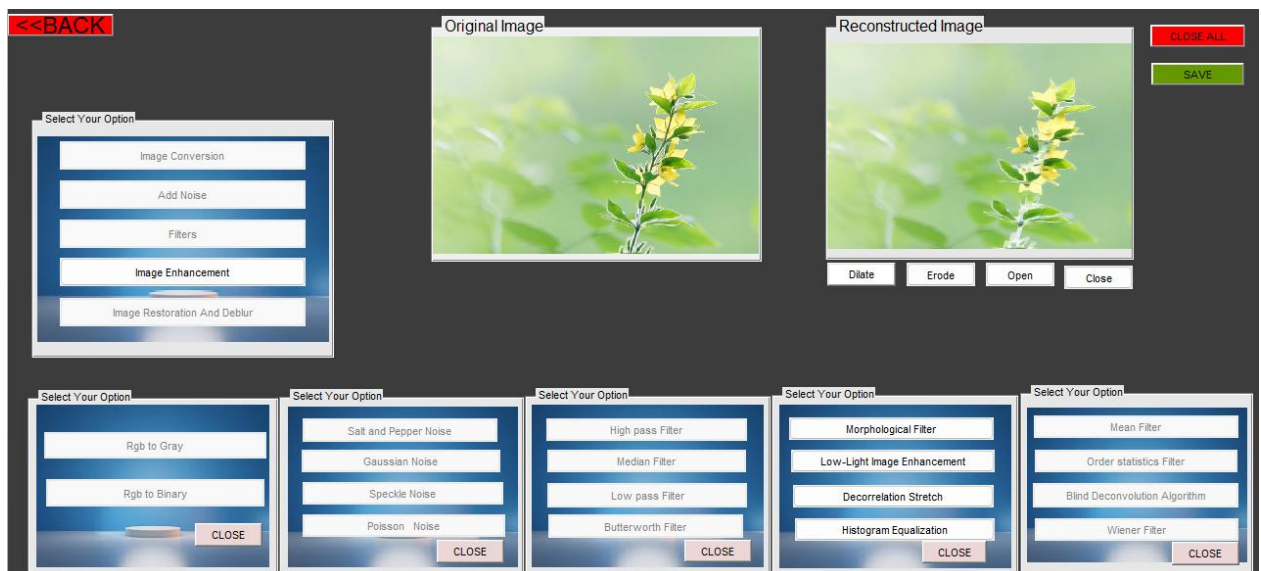




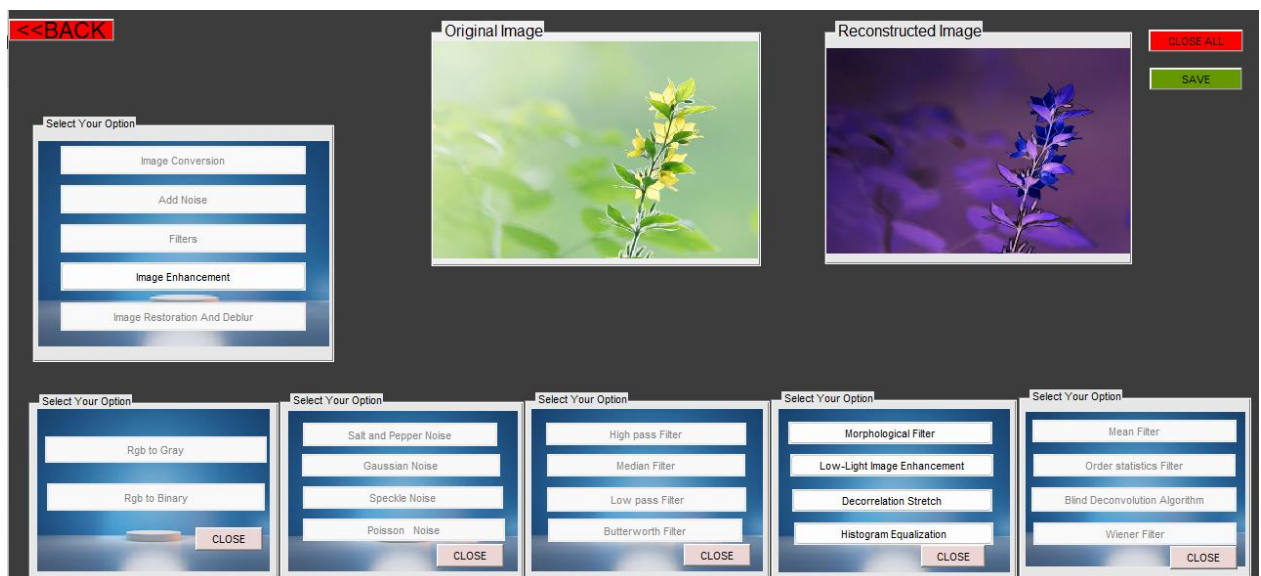
**OPEN:**



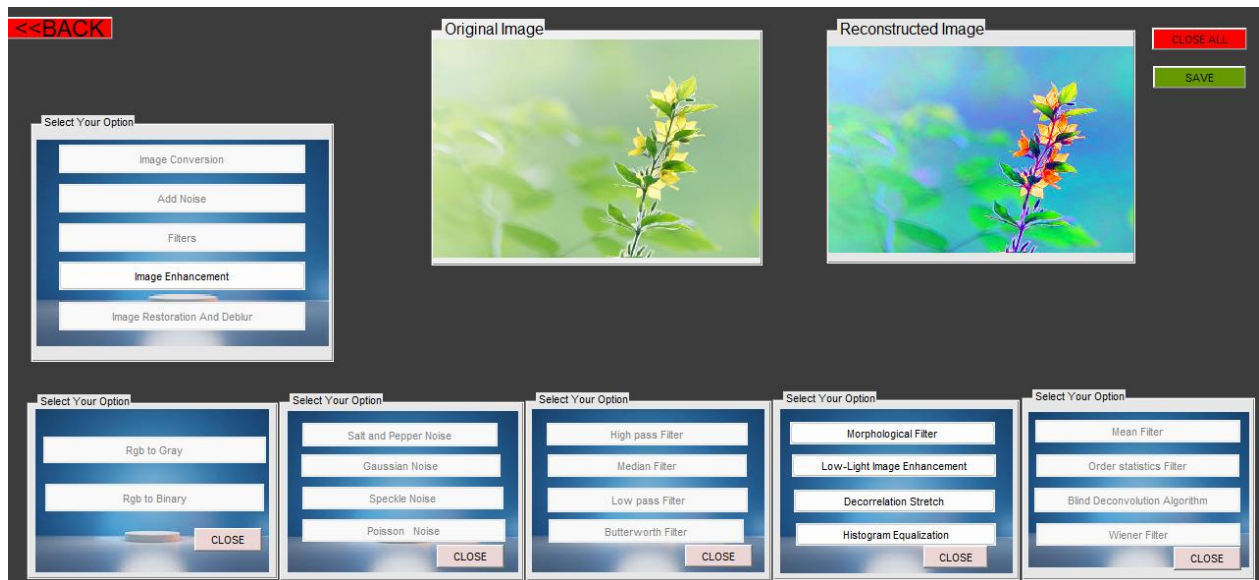
**CLOSE:**



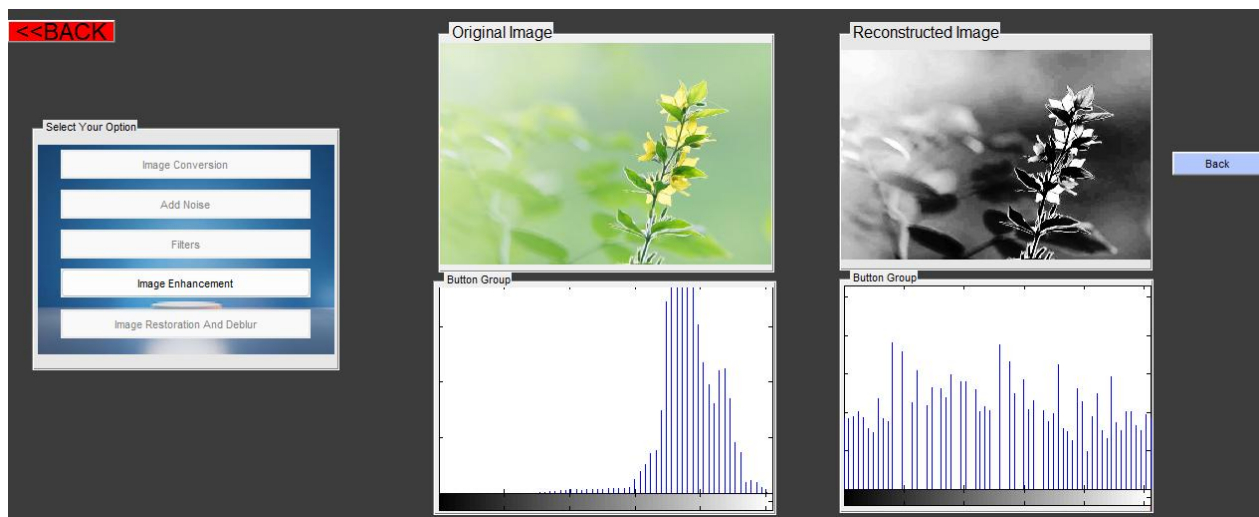
**LOW-LIGHT IMAGE ENHANCEMENT:**



## DECORRELATION STRETCH:

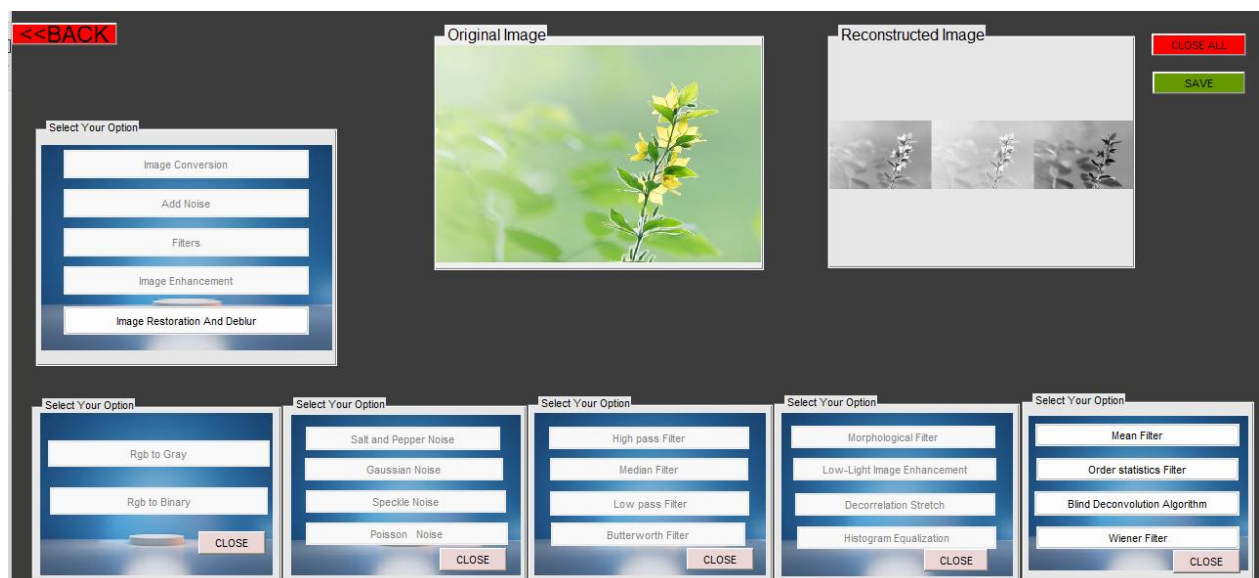


## HISTOGRAM EQUALIZATION:



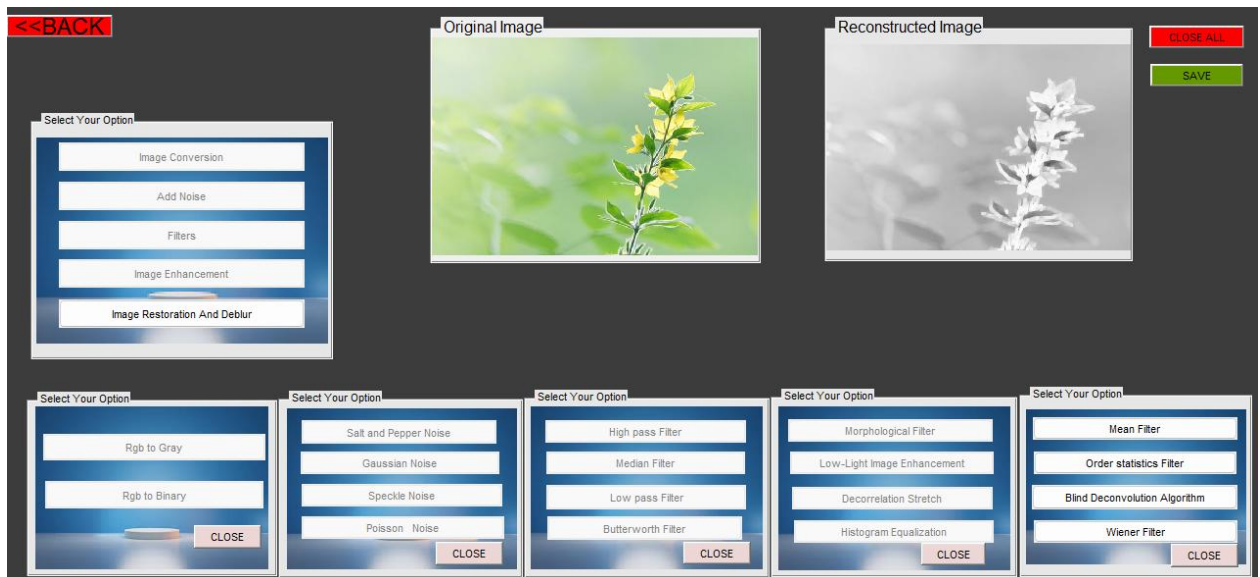
## IMAGE RESTORATION AND DEBLUR:

### MEAN FILTER:



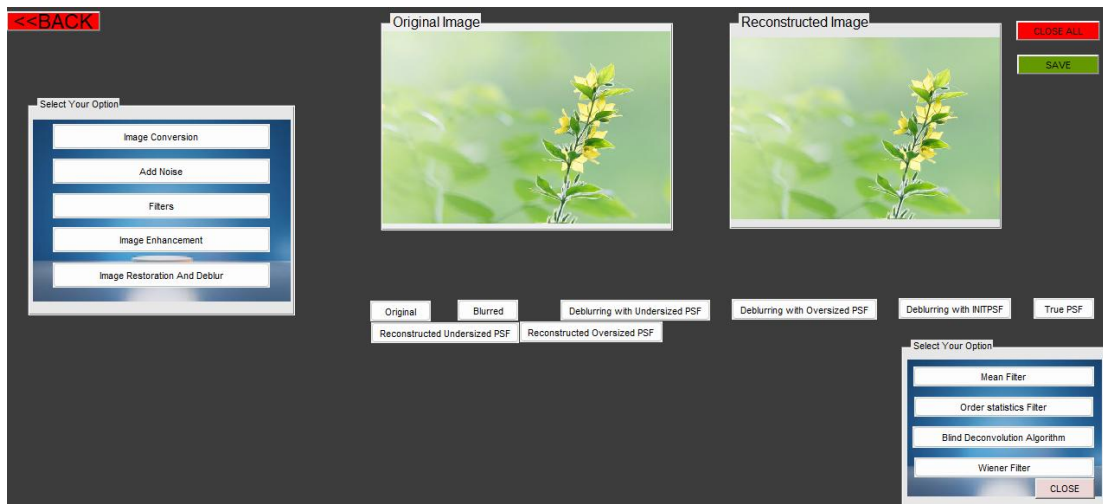


## ORDER STATISTICS FILTER:

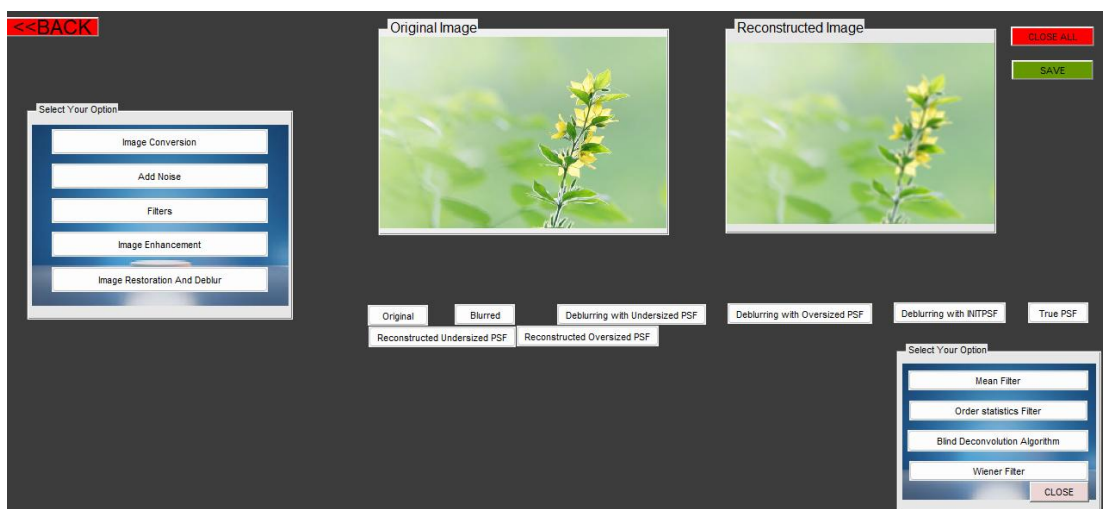


## BLIND DECONVOLUTION ALGORITHM:

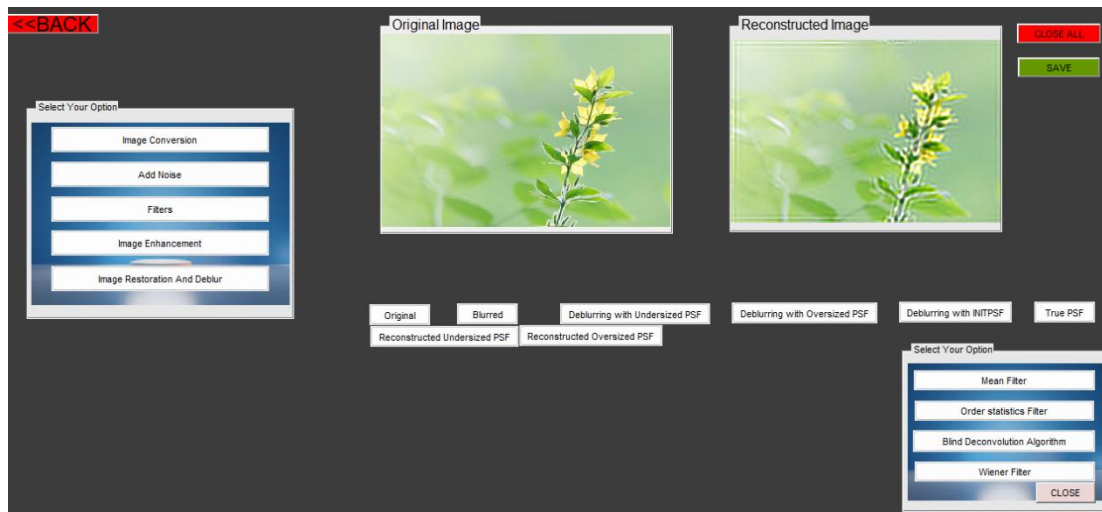
### Original



### Blurred

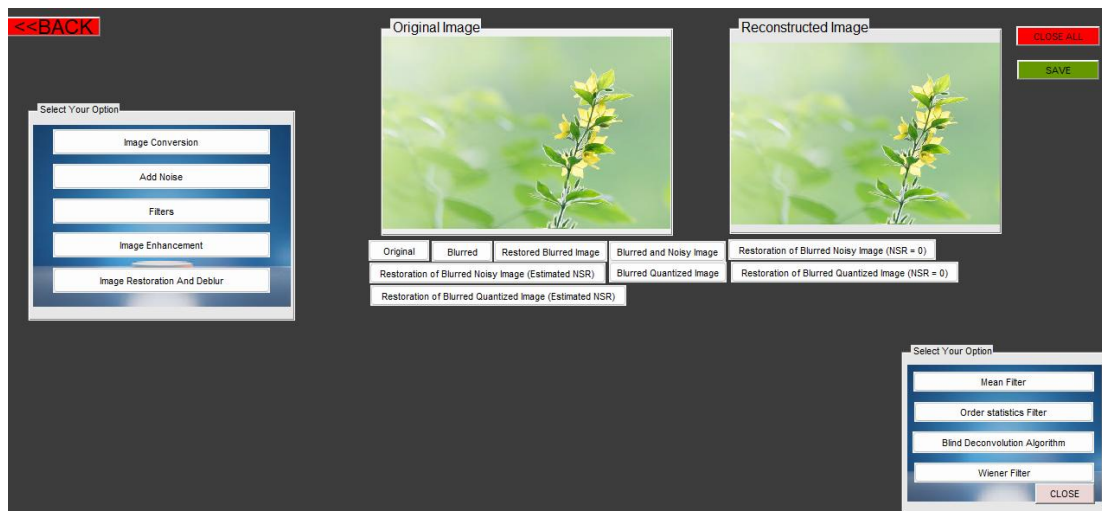


## Deblurring with Oversized PSF

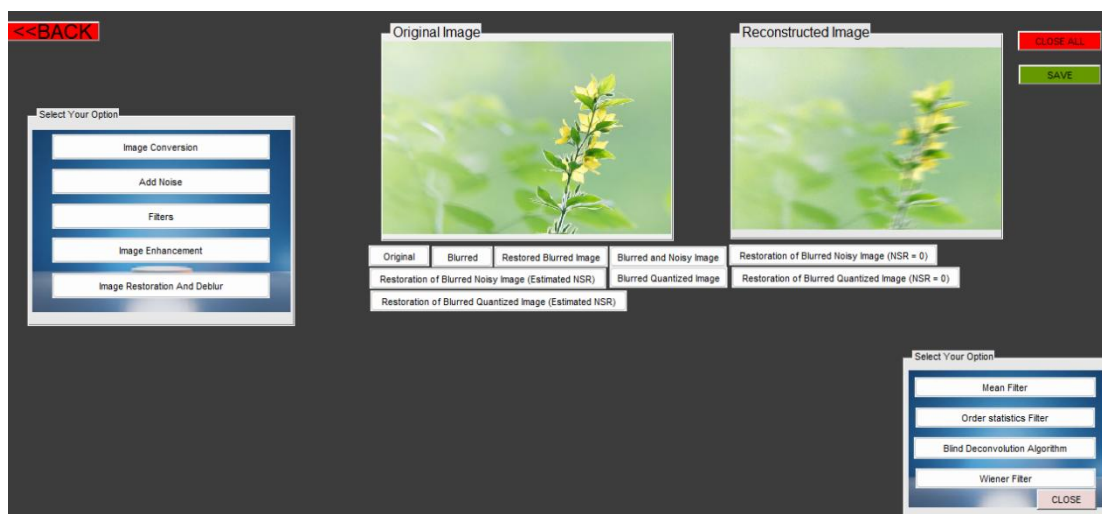


## WIENER FILTER

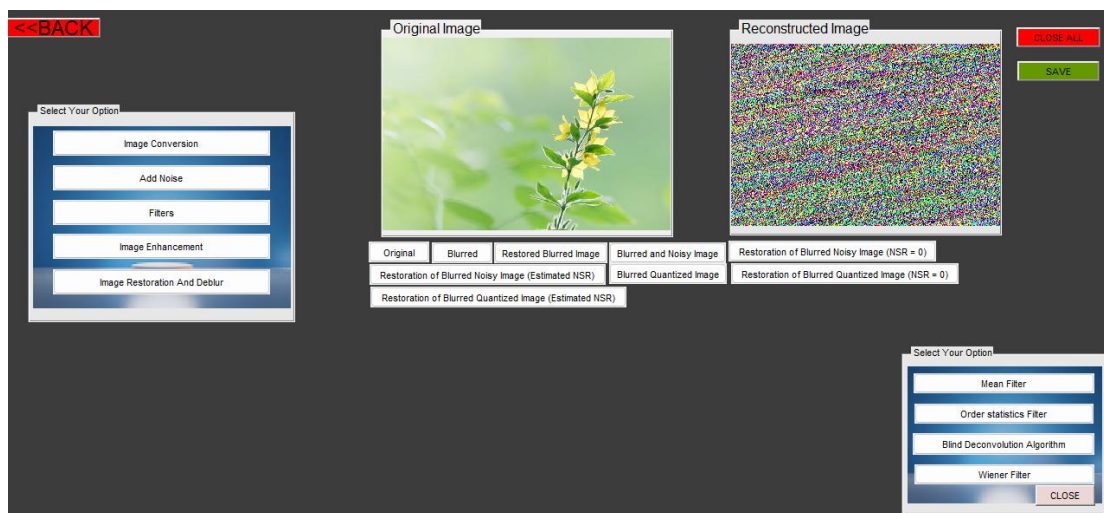
### Original



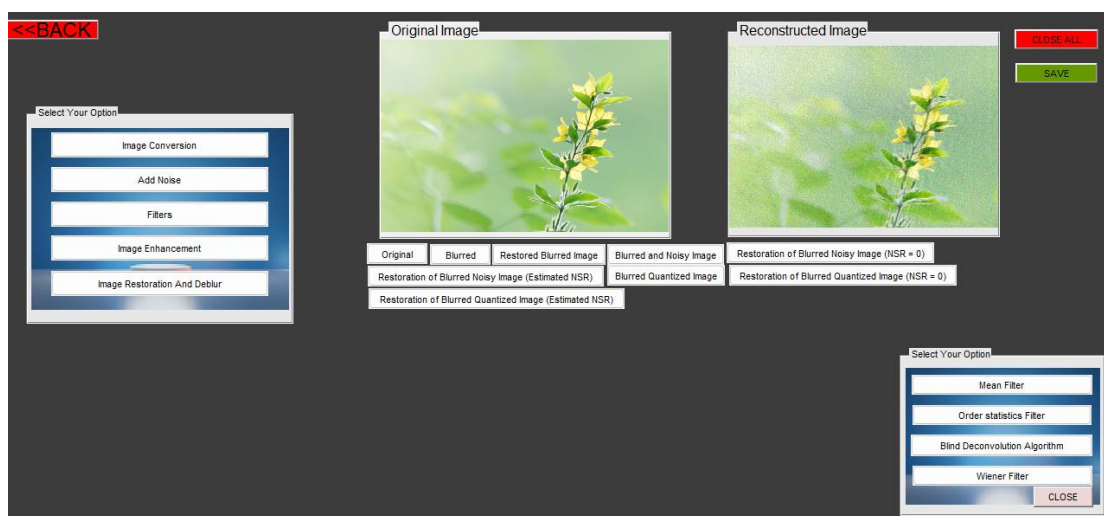
### Blurred and Noisy Image



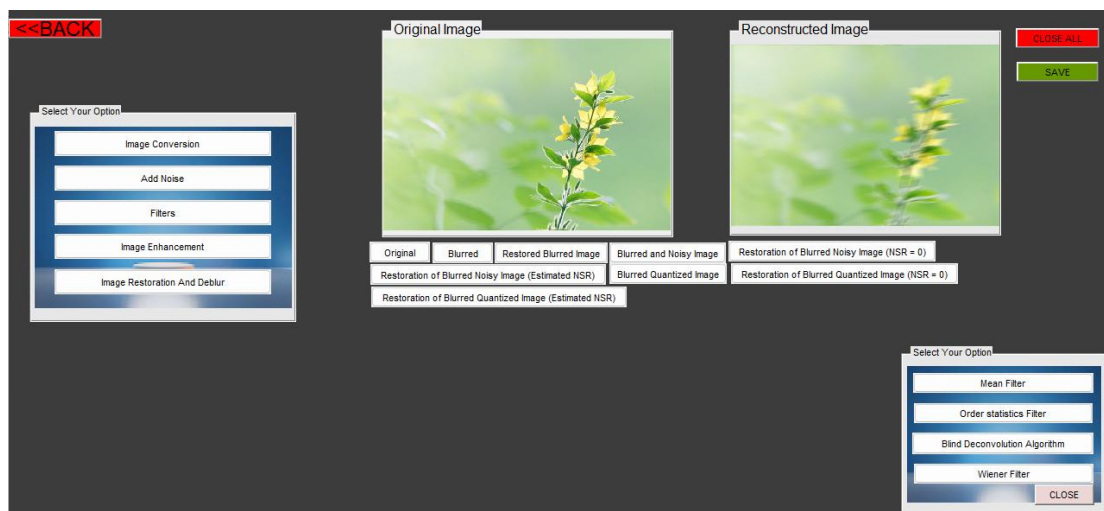
## Restoration of Blurred Noisy Image (NSR = 0)



## Restoration of Blurred Noisy Image (Estimated NSR)

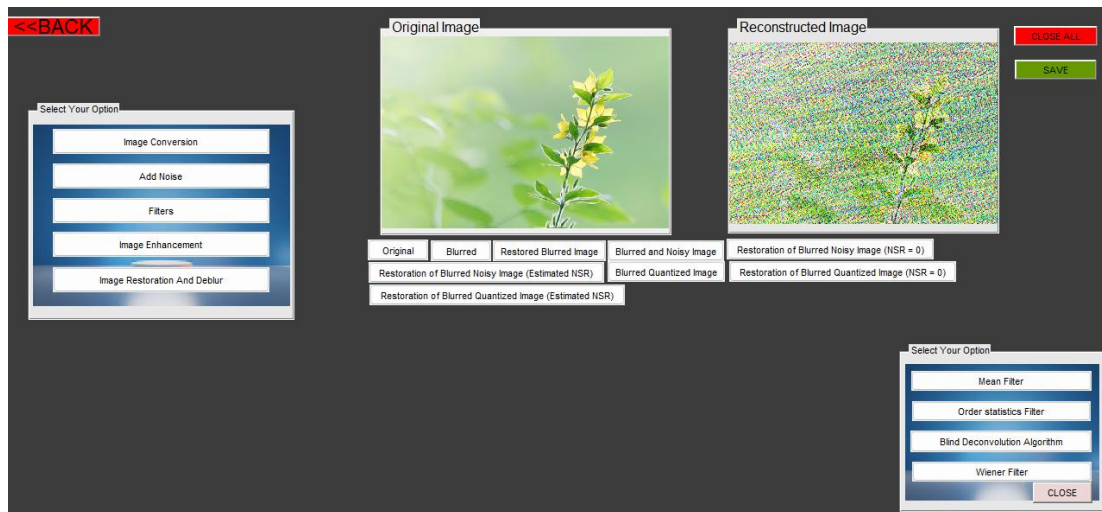


## Blurred Quantized Image





## Restoration of Blurred Quantized Image (NSR = 0)



## Restoration of Blurred Quantized Image (Estimated NSR)

