

Student: Pawan Bhatta

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Algorithm for Computing Average:

```
step 0: newMin  $\leftarrow$  9999; newMax  $\leftarrow$  0
step 1: r  $\leftarrow$  1
step 2: c  $\leftarrow$  1
step 3: avgAry [r,c]  $\leftarrow$  avg3x3 (r, c)
step 4: if newMin > avgAry [r,c]
newMin  $\leftarrow$  avgAry [r,c]
if newMax < avgAry [r,c]
newMax  $\leftarrow$  avgAry [r,c]

step 5: c++
step 6: repeat step 3 to step 5 while c < numCols+1
step 7: r++
step 8: repeat step 2 to step 7 while r < numRows+1
```

Algorithm for Computing Median:

```
step 0: newMin  $\leftarrow$  9999; newMax  $\leftarrow$  0
step 1: r  $\leftarrow$  1
step 2: c  $\leftarrow$  1
step 3: medianAry [r,c]  $\leftarrow$  median3x3 (r, c)
step 4: if newMin > medianAry [r,c]
newMin  $\leftarrow$  medianAry [r,c]
if newMax < medianAry [r,c]
newMax  $\leftarrow$  medianAry [r,j]

step 5: c++
step 6: repeat step 3 to step 5 while c < numCols+1
step 7: r++
step 8: repeat step 2 to step 7 while r < numRows+1
```

Algorithm for Computing Corner Preserving Filter:

```
step 0: newMin  $\leftarrow$  9999; newMax  $\leftarrow$  0
step 1: r  $\leftarrow$  2
step 2: c  $\leftarrow$  2
step 3: CP Ary [r,c]  $\leftarrow$  CP5x5 (r, c)
step 4: if newMin > CP Ary [r,c]
newMin  $\leftarrow$  CP Ary [r,c]
if newMax < CP Ary [r,c]
newMax  $\leftarrow$  CP Ary [r,c]

step 5: c++
step 6: repeat step 3 to step 5 while c < numCols+2
step 7: r++
step 8: repeat step 2 to step 7 while r < numRows+2
```

Algorithm for Reformating Image:

```
step 0: newMin  $\leftarrow$  9999; newMax  $\leftarrow$  0
Step 1: OutImg  $\leftarrow$  output numRows, numCols, newMin, newMax
Step 2: str  $\leftarrow$  to_string(newMax) // a method in C++ string class
Width  $\leftarrow$  length of str
Step 3: r  $\leftarrow$  frameSize
Step 4: c  $\leftarrow$  frameSize
Step 5: OutImg  $\leftarrow$  inAry[r][c]
Step 6: str  $\leftarrow$  to_string (inAry[r][c])
WW  $\leftarrow$  length of str
Step 7: OutImg  $\leftarrow$  one blank space
WW ++
Step 8: repeat step 7 while WW < Width
Step 9: c++
Step 10: repeat Step 5 to Step 9 while c < (numCols + frameSize)
Step 11: r++
Step 12: repeat Step 4 to Step 10 while c < (numCols + frameSize)
```

Algorithm to create threshold image:

```
step 0: newMin  $\leftarrow$  0  
newMax  $\leftarrow$  1  
step 1: r  $\leftarrow$  frameSize  
step 2: c  $\leftarrow$  frameSize  
step 3: if ary1[r][c]  $\geq$  thrVal  
    ary2[r][c]  $\leftarrow$  1  
    else  
        ary2[r][c]  $\leftarrow$  0  
  
step 4: c++  
step 5: repeat step 3 to step 4 while c < (numCols + frameSize)  
step 6: r++  
step 7: repeat step 2 to step 6 while r < (numRows + frameSize)
```

Source Code:

```
#include <iostream>
#include <fstream>
#include <string>
using namespace std;

int toInt(string input)
{
    return stoi(input);
}

class ImageProcessing
{
public:
    int numRows, numCols, minVal, maxVal, newMin, newMax, thrVal;
    int neighborAry[9];
    int CPmasks[8][5][5];
    int neighbor5x5[5][5];
    int **mirror3by3Ary;
    int **mirror5by5Ary;
    int **avgAry;
    int **medianAry;
    int **CPAry;

    void threshold(int **ary1, int **ary2, int frameSize)
    {
        newMin = 0;
        newMax = 1;

        int r = frameSize;
        while (r < numRows + frameSize)
        {
            int c = frameSize;
            while (c < numCols + frameSize)
            {
                if (ary1[r][c] >= thrVal)
                {
                    ary2[r][c] = 1;
                }
                else
                {
                    ary2[r][c] = 0;
                }
                c++;
            }
            r++;
        }
    }
}
```

```

void imgReformat(int **inAry, ofstream &outImg, int frameSize)
{

    outImg << numRows << " " << numCols << " " << newMin << " " << newMax << endl;
    string str = to_string(newMax);
    int width = str.length();
    int r = frameSize;
    while (r < (numRows + frameSize))
    {
        int c = frameSize;
        while (c < (numCols + frameSize))
        {
            outImg << inAry[r][c];
            str = to_string(inAry[r][c]);
            int ww = str.length();
            while (ww < width)
            {
                outImg << " ";
                ww++;
            }
            c++;
        }
        r++;
        outImg << endl;
    }
}

void loadCPmasks()
{
    int masks[8][5][5] = {{{0, 0, 0, 0, 0},
                            {0, 0, 0, 0, 0},
                            {0, 0, 1, 0, 0},
                            {0, 1, 1, 1, 0},
                            {1, 1, 1, 1, 1}},
                           {{1, 0, 0, 0, 0},
                            {1, 1, 0, 0, 0},
                            {1, 1, 1, 0, 0},
                            {1, 1, 0, 0, 0},
                            {1, 0, 0, 0, 0}},
                           {{1, 1, 1, 1, 1},
                            {0, 1, 1, 1, 0},
                            {0, 0, 1, 0, 0},
                            {0, 0, 0, 0, 0},
                            {0, 0, 0, 0, 0}},
                           {{0, 0, 0, 0, 1},
                            {0, 0, 0, 1, 1},
                            {0, 0, 1, 1, 1},
                            {0, 0, 0, 1, 1},
                            {0, 0, 0, 0, 1}},
                           {{1, 1, 1, 0, 0},

```

```

        {1, 1, 1, 0, 0},
        {1, 1, 1, 0, 0},
        {0, 0, 0, 0, 0},
        {0, 0, 0, 0, 0}},
        {{0, 0, 1, 1, 1},
        {0, 0, 1, 1, 1},
        {0, 0, 1, 1, 1},
        {0, 0, 0, 0, 0},
        {0, 0, 0, 0, 0}},
        {{0, 0, 0, 0, 0},
        {0, 0, 0, 0, 0},
        {0, 0, 1, 1, 1},
        {0, 0, 1, 1, 1},
        {0, 0, 1, 1, 1}},
        {{0, 0, 0, 0, 0},
        {0, 0, 0, 0, 0},
        {1, 1, 1, 0, 0},
        {1, 1, 1, 0, 0},
        {1, 1, 1, 0, 0}}};

    memcpy(CPmasks, masks, sizeof(masks));
}

void loadImage(istream &input)
{
    mirror3by3Ary = new int *[numRows + 2];
    for (int i = 0; i < numRows + 2; ++i)
    {
        mirror3by3Ary[i] = new int[numCols + 2]();
    }

    mirror5by5Ary = new int *[numRows + 4]();
    for (int i = 0; i < numRows + 4; ++i)
    {
        mirror5by5Ary[i] = new int[numCols + 4];
    }

    for (int i = 0; i < numRows; ++i)
    {
        for (int j = 0; j < numCols; ++j)
        {
            int pixel;
            input >> pixel;
            mirror3by3Ary[i + 1][j + 1] = pixel;
            mirror5by5Ary[i + 2][j + 2] = pixel;
        }
    }
}

void mirrorFraming(int **ary, int frameSize)

```

```

{
    int totalRows = numRows + 2 * frameSize;
    int totalCols = numCols + 2 * frameSize;

    int yDiff = 1;
    for (int i = frameSize - 1; i >= 0; i--)
    {
        if (frameSize == 1)
        {
            mirror3by3Ary[i] = ary[i + yDiff];
        }
        if (frameSize == 2)
        {
            mirror5by5Ary[i] = ary[i + yDiff];
        }
        yDiff = yDiff + 2;
    }
    yDiff = 1;
    for (int i = totalRows - frameSize; i < totalRows; ++i)
    {
        for (int j = 0; j < totalCols; j++)
        {
            if (frameSize == 1)
            {
                mirror3by3Ary[i] = ary[i - yDiff];
            }
            if (frameSize == 2)
            {
                mirror5by5Ary[i] = ary[i - yDiff];
            }
        }
        yDiff = yDiff + 2;
    }

    int xDiff = 1;
    for (int i = frameSize - 1; i >= 0; i--)
    {
        for (int j = 0; j < totalRows; j++)
        {
            if (frameSize == 1)
            {
                mirror3by3Ary[j][i] = ary[j][i + xDiff];
            }
            if (frameSize == 2)
            {
                mirror5by5Ary[j][i] = ary[j][i + xDiff];
            }
        }
    }
}

```

```

        xDiff = xDiff + 2;
    }
    xDiff = 1;
    for (int i = totalCols - frameSize; i < totalCols; ++i)
    {

        for (int j = 0; j < totalRows; j++)
        {
            if (frameSize == 1)
            {
                mirror3by3Ary[j][i] = ary[j][i - xDiff];
            }
            if (frameSize == 2)
            {
                mirror5by5Ary[j][i] = ary[j][i - xDiff];
            }
        }
        xDiff = xDiff + 2;
    }
}

void computeAvg()
{
    newMin = 9999;
    newMax = 1;
    avgAry = new int *[numRows + 2];
    for (int i = 0; i < numRows + 2; ++i)
    {
        avgAry[i] = new int[numCols + 2]();
    }

    int r = 1;
    while (r < numRows + 1)
    {
        int c = 1;
        while (c < numCols + 1)
        {
            avgAry[r][c] = avg3x3(r, c);
            if (newMin > avgAry[r][c])
            {
                newMin = avgAry[r][c];
            }
            if (newMax < avgAry[r][c])
            {
                newMax = avgAry[r][c];
            }
            c++;
        }
        r++;
    }
}

```



```

        mirrorFraming(avgAry, 1);
    }

    void computeMedian()
    {
        newMin = 9999;
        newMax = 0;
        medianAry = new int *[numRows + 2];
        for (int i = 0; i < numRows + 2; ++i)
        {
            medianAry[i] = new int[numCols + 2]();
        }

        int r = 1;
        while (r < numRows + 1)
        {
            int c = 1;
            while (c < numCols + 1)
            {
                medianAry[r][c] = median3x3(r, c);
                if (newMin > medianAry[r][c])
                {
                    newMin = medianAry[r][c];
                }
                if (newMax < medianAry[r][c])
                {
                    newMax = medianAry[r][c];
                }
                c++;
            }
            r++;
        }
    }

    void computeCPfilter()
    {
        loadCPmasks();
        newMin = 9999;
        newMax = 0;
        CPAry = new int *[numRows + 4];
        for (int i = 0; i < numRows + 4; ++i)
        {
            CPAry[i] = new int[numCols + 4]();
        }
        int r = 2;
        while (r < numRows + 2)
        {
            int c = 2;
            while (c < numCols + 2)
            {

```

```

        CPArray[r][c] = CP5x5(r, c);
        if (newMin > CPArray[r][c])
        {
            newMin = CPArray[r][c];
        }
        if (newMax < CPArray[r][c])
        {
            newMax = CPArray[r][c];
        }
        c++;
    }
    r++;
}

int CP5x5(int i, int j)
{
    int r = i - 2;

    for (int k = 0; k < 5; k++)
    {
        int c = j - 2;
        for (int l = 0; l < 5; l++)
        {
            neighbor5x5[k][l] = mirror5by5Ary[r][c];
            c++;
        }
        r++;
    }

    int gaussianAvg;
    int leastDiff = 999;
    for (int k = 0; k < 8; k++)
    {
        int convAvg = convolution(CPmasks[k]);
        int diff = abs(mirror5by5Ary[i][j] - convAvg);
        if (diff < leastDiff)
        {
            leastDiff = diff;
            gaussianAvg = convAvg;
        }
    }
    return gaussianAvg;
}

int convolution(int n[][5])
{
    int totalWeight = 0;
    int sumOfProducts = 0;
    for (int i = 0; i < 5; i++)
    {

```

```

        for (int j = 0; j < 5; j++)
        {
            sumOfProducts += n[i][j] * neighbor5x5[i][j];
            totalWeight += n[i][j];
        }
    }
    int result = sumOfProducts / totalWeight;
    return result;
}

void sort(int *neighborAry)
{
    int temp;
    for (int i = 0; i < 9; i++)
    {
        for (int j = i + 1; j < 9; j++)
        {
            if (neighborAry[i] > neighborAry[j])
            {
                temp = neighborAry[i];
                neighborAry[i] = neighborAry[j];
                neighborAry[j] = temp;
            }
        }
    }
}

int avg3x3(int i, int j)
{
    const int frameSize = 1;
    const int totalCols = 2 * frameSize + 1;
    const int totalRows = 2 * frameSize + 1;
    const int totalCells = totalCols * totalRows;
    int sum = 0;
    int r = i - frameSize;
    while (r <= (i + frameSize))
    {
        if (r >= 0 && r < numRows + frameSize)
        {
            int c = j - frameSize;
            while (c <= (j + frameSize))
            {
                if (c >= 0 && c < numCols + frameSize)
                {
                    sum += mirror3by3Ary[r][c];
                }
                c++;
            }
        }
        r++;
    }
}

```

```

        int avg = sum / totalCells;
        return avg;
    }

    int median3x3(int i, int j)
    {
        const int frameSize = 1;
        const int totalCols = 2 * frameSize + 1;
        const int totalRows = 2 * frameSize + 1;
        const int totalCells = totalCols * totalRows;

        int r = i - frameSize;

        int index = 0;
        while (r <= (i + frameSize))
        {
            if (r >= 0 && r < numRows + frameSize)
            {
                int c = j - frameSize;
                while (c <= (j + frameSize))
                {
                    if (c >= 0 && c < numCols + frameSize)
                    {
                        neighborAry[index] = mirror3by3Ary[r][c];
                        index++;
                    }
                    c++;
                }
            }
            r++;
        }
        sort(neighborAry);
        int median = neighborAry[5];
        return median;
    }

    void aryToFile(int **ary, ofstream &outFile, int frameSize)
    {
        imgReformat(ary, outFile, frameSize);
    }

    void prettyPrint(int **inAry, ofstream &outFile, int frameSize)
    {
        outFile << numRows << " " << numCols << " " << newMin << " " << newMax << endl;
        newMin = 0;
        newMax = 1;

        int r = frameSize;
        while (r < numRows + frameSize)
        {

```

```

        int c = frameSize;
        while (c < numCols + frameSize)
        {
            if (inAry[r][c] > 0)
            {
                outFile << 1 << " ";
            }
            else
            {
                outFile << ". ";
            }
            c++;
        }
        outFile << endl;
        r++;
    }
}

void cleanUp()
{
    for (int i = 0; i < numRows + 2; ++i)
    {
        delete[] mirror3by3Ary[i];
    }
    delete[] mirror3by3Ary;

    for (int i = 0; i < numRows + 4; ++i)
    {
        delete[] mirror5by5Ary[i];
    }
    delete[] mirror5by5Ary;

    for (int i = 0; i < numRows + 2; ++i)
    {
        delete[] avgAry[i];
    }
    delete[] avgAry;

    for (int i = 0; i < numRows + 2; ++i)
    {
        delete[] medianAry[i];
    }
    delete[] medianAry;

    for (int i = 0; i < numRows + 4; ++i)
    {
        delete[] CPAry[i];
    }
    delete[] CPAry;
}

```

```

};

int main(int argc, const char *argv[])
{
    //READ
    string inputName = argv[1];
    ifstream input;
    input.open(inputName);

    int thrVal = toInt(argv[2]);

    //WRITES
    string rfImgName = argv[3], avgOutImgName = argv[4], avgThrImgName = argv[5],
    avgPrettyPrintName = argv[6], medianOutImgName = argv[7], medianThrImgName = argv[8],
    medianPrettyPrintName = argv[9], CP0utImgName = argv[10], CPThrImgName = argv[11],
    CPPrettyPrintName = argv[12];
    ofstream rfImg, AvgOutImg, AvgThrImg, AvgPrettyPrint, MedianOutImg, MedianThrImg,
    MedianPrettyPrint, CP0utImg, CPThrImg, CPPrettyPrint;
    rfImg.open(rfImgName);
    AvgOutImg.open(avgOutImgName);
    AvgThrImg.open(avgThrImgName);
    AvgPrettyPrint.open(avgPrettyPrintName);
    MedianOutImg.open(medianOutImgName);
    MedianThrImg.open(medianThrImgName);
    MedianPrettyPrint.open(medianPrettyPrintName);
    CP0utImg.open(CP0utImgName);
    CPThrImg.open(CPThrImgName);
    CPPrettyPrint.open(CPPrettyPrintName);

    if (input.is_open())
    {
        if (rfImg.is_open() && AvgOutImg.is_open() && AvgThrImg.is_open() &&
        AvgPrettyPrint.is_open() && MedianOutImg.is_open() && MedianThrImg.is_open() &&
        MedianPrettyPrint.is_open() && CP0utImg.is_open() && CPThrImg.is_open() &&
        CPPrettyPrint.is_open())
        {
            ImageProcessing imgProcessing;

            imgProcessing.thrVal = thrVal;

            input >> imgProcessing.numRows >> imgProcessing.numCols >> imgProcessing.minVal
            >> imgProcessing.maxVal;

            imgProcessing.newMin = imgProcessing.minVal;

            imgProcessing.newMax = imgProcessing.maxVal;

            imgProcessing.loadImage(input);

```

```

imgProcessing.mirrorFraming(imgProcessing.mirror3by3Ary, 1);

imgProcessing.imgReformat(imgProcessing.mirror3by3Ary, rfImg, 1);

imgProcessing.computeAvg();

imgProcessing.imgReformat(imgProcessing.avgAry, AvgOutImg, 1);

int **thrAry;
thrAry = new int *[imgProcessing.numRows + 2];
for (int i = 0; i < imgProcessing.numRows + 2; ++i)
{
    thrAry[i] = new int [imgProcessing.numCols + 2]();
}

imgProcessing.threshold(imgProcessing.avgAry, thrAry, 1);

imgProcessing.aryToFile(thrAry, AvgThrImg, 1);

imgProcessing.prettyPrint(thrAry, AvgPrettyPrint, 1);

imgProcessing.computeMedian();

imgProcessing.imgReformat(imgProcessing.medianAry, MedianOutImg, 1);

imgProcessing.threshold(imgProcessing.medianAry, thrAry, 1);

imgProcessing.aryToFile(thrAry, MedianThrImg, 1);

imgProcessing.prettyPrint(thrAry, MedianPrettyPrint, 1);

imgProcessing.mirrorFraming(imgProcessing.mirror5by5Ary, 2);

imgProcessing.computeCPfilter();

imgProcessing.imgReformat(imgProcessing.CPAry, CPOutImg, 2);

imgProcessing.threshold(imgProcessing.CPAry, thrAry, 1);

imgProcessing.aryToFile(thrAry, CPThrImg, 2);

imgProcessing.prettyPrint(thrAry, CPPrettyPrint, 2);

// imgProcessing.cleanUp();
}
else
{
    cout << "Error: Some output files is missing or couldnt be opened" << endl;
}
}

```

```
else
{
    cout << "Error: Reading the input file: " << inputName << endl;
};

rfImg.close();
AvgOutImg.close();
AvgThrImg.close();
AvgPrettyPrint.close();
MedianOutImg.close();
MedianThrImg.close();
MedianPrettyPrint.close();
CP0utImg.close();
CPThrImg.close();
CPPrettyPrint.close();
return 0;
}
```


rflmg File:

[illegible]

AvgOutImg File:

46 46 1 54
1 1 2 3 9 8 8 2 3 4 3 2 2 3 4 3 2 2 3 4 3 2 2 3 4 3 2 2 3 4 3 2 6 7 8 3 2 2 3 4 3 2 2 3 4 3 2 2 3 4 3
1 1 2 7 1413126 7 8 13127 3 4 3 2 2 3 4 3 2 8 9 103 2 1213143 2 2 3 8 8 8 7 7 8 7 7 6 3 4 3
2 2 2 7 1413126 7 142423133 4 3 2 2 3 4 3 2 2 3 4 3 2 1415163 2 1819203 2 2 3 8 8 8 7 7 8 7 7 6 3 4 3
3 9 8 148 7 7 1011182423133 4 3 2 2 3 4 3 2 2021223 2 1920256 6 2 3 8 1312127 8 7 7 6 3 4 3
3 9 8 9 4 3 2 6 111818137 3 4 3 2 2 3 4 3 2 1819203 2 141924116 2 3 4 1312123 9 14137 3 4 3
4 9 8 9 4 3 2 6 1617122 2 3 4 4 3 2 3 4 3 2 1213143 3 8 1821156 2 3 4 1312189 1614137 3 4 3
5 3 2 3 4 3 2 2 1213122 2 3 4 4 3 2 3 4 3 2 6 12137 3 3 1317167 2 3 9 1413149 1614137 3 4 3
5 3 2 3 4 3 2 2 7 8 7 2 2 3 4 4 3 2 3 4 3 7 112117123 3 1317167 2 3 9 8 8 8 9 103 2 2 3 4 3
4 3 2 3 4 3 2 2 3 4 3 2 2 3 4 3 2 2 3 4 8 15233331227 6 1117127 2 3 9 8 8 2 3 4 3 2 2 3 4 3
2 2 2 3 4 4 3 3 3 4 3 2 2 3 4 3 2 2 3 8 16243037393217111617122 2 3 4 3 2 2 3 4 3 2 2 3 4 3
1 1 2 3 8 14138 3 4 3 2 2 3 4 3 2 7 18312927284142322217129 4 4 3 4 3 2 2 4 5 4 2 2 3 4 3
1 1 2 3 142524143 4 3 2 2 3 4 3 2 2 8 182722161726332919139 9 4 4 3 4 3 2 2 8 9 8 2 2 3 4 3
6 9 131324353524131312131213141415172633372923212429292418121312119 9 7 5 4 10108 2 2 4 5 4
7 121515192525181313121312131414202836383330283027272729282216109 9 9 7 5 4 9 9 7 6 5 7 5 4
8 121515141414131313121312131420314351524644414442414137373125159 9 9 7 5 4 108 115 7 5 4
4 5 4 6 5 4 2 2 3 4 3 2 2 3 8 18334246464141414141414141414642423832177 3 9 8 7 2 3 9 8 115 6 4 3
5 3 2 4 5 4 2 2 3 4 3 2 2 7 173242464141414041374243474242383322128 9 8 7 2 3 9 8 8 2 3 4 3
5 3 2 4 6 5 4 3 4 4 3 2 7 173242484843414140424045444747433429282818148 7 2 3 4 3 2 3 4 5 3
6 4 2 3 5 4 4 3 4 4 3 7 17323742434839383842444646444347432924293833188 3 3 4 4 3 2 3 4 5 3
4 8 7 8 5 4 6 4 5 4 8 183344444344494440394448514644434339303234423726125 3 4 4 4 3 4 4 5 3
3 8 7 8 4 3 3 3 4 8 1834455044424247424039434646424343393424323442413422137 5 4 4 3 3 4 5 4
8 1618151012131313172839454545434547505047444443434343328233034383730211513108 4 3 3 4 5 4
9 10139 1012121721323744443939384547525454484442434545372819263543413529262316103 2 2 4 5 4
9 1118182425263131373944443839384447505453494443424439322826333843383329313222133 3 4 4 3
3 2 7 121716172632434449493838374848514647444641414444332523344248423837404026143 3 4 4 4 3
4 3 7 1217161721273840444442424244446444444944414242332422324148383535393621123 3 4 4 4 3
5 3 2 3 4 4 4 8 173338454545434346413830354049454344494429202034434339393528139 4 3 3 3 4 3
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