# Result:

1. Generate Gaussian noise

# 

(amplitude = 10) (amplitude = 30)

1. Generate salt-and-pepper noise



(Proabability = 0.05) (Probability = 0.1)

1. Box filter

* 3x3



(Gaussian noise amplitude = 10) (Gaussian noise amplitude = 30)



(salt-and-pepper 0.1) (salt-and-pepper 0.05)

(c) Box filter

* 5x5



(Gaussian noise amplitude = 10) (Gaussian noise amplitude = 30)



(salt-and-pepper 0.1) (salt-and-pepper 0.05)

1. Median filter

* 3x3



(Gaussian noise amplitude = 10) (Gaussian noise amplitude = 30)



(salt-and-pepper 0.1) (salt-and-pepper 0.05)

(d) Median filter

* 5x5



(Gaussian noise amplitude = 10) (Gaussian noise amplitude = 30)



(salt-and-pepper 0.1) (salt-and-pepper 0.05)

1. Opening then closing