(1) Chromatic Adoption ?
→ The hue of a percived Colour depends on the adoption of the viewer For example, the americal flag will not immediatly appear red, white, and blue if the viewer has been subjected to high intensity red ligths befor viewing the flag

(2) Image → is an artifact that depicts visual perception, such as a photograhp or other two-dimensional picture, that resembles a subject - usually a physical object - and thus provide a depiction of it.

(4) Minimum and Maximum filters, also known as erosion and dilation filter, respectively, are morphological filters that work by Considring a neighorhood around each pixel. From the list of neighor pixels, the minimum or Maximum value is found and stored as the corresponding resulting value.

Q (10) Rotate image :-

```
Package agvi;
 import java.aw.*;
  import. java awt.*;
  import java 'awt. image Buffere Image
```

```
public clas Rotate{
  static Buffered Image image
    static int w,h;
    public static void main( String[] args )
      throw Exception{
  { File impr. new File ("C:\\ Pic\\ image.jpg)';
    int ys'
    image. Image IO. read (input);
     w = image. getwidth();
     h= image. get height ()!
    int pix[][]= new int[h][w];

    double angle = Math. Radius (a1);
     double sin = Math. Sin(angle);
     double cos= Math .Cos(angle);
      double xo = 0.5 *(w-h)
      double y0 = 0.5*(h-1);
       double x1= w.07.
```

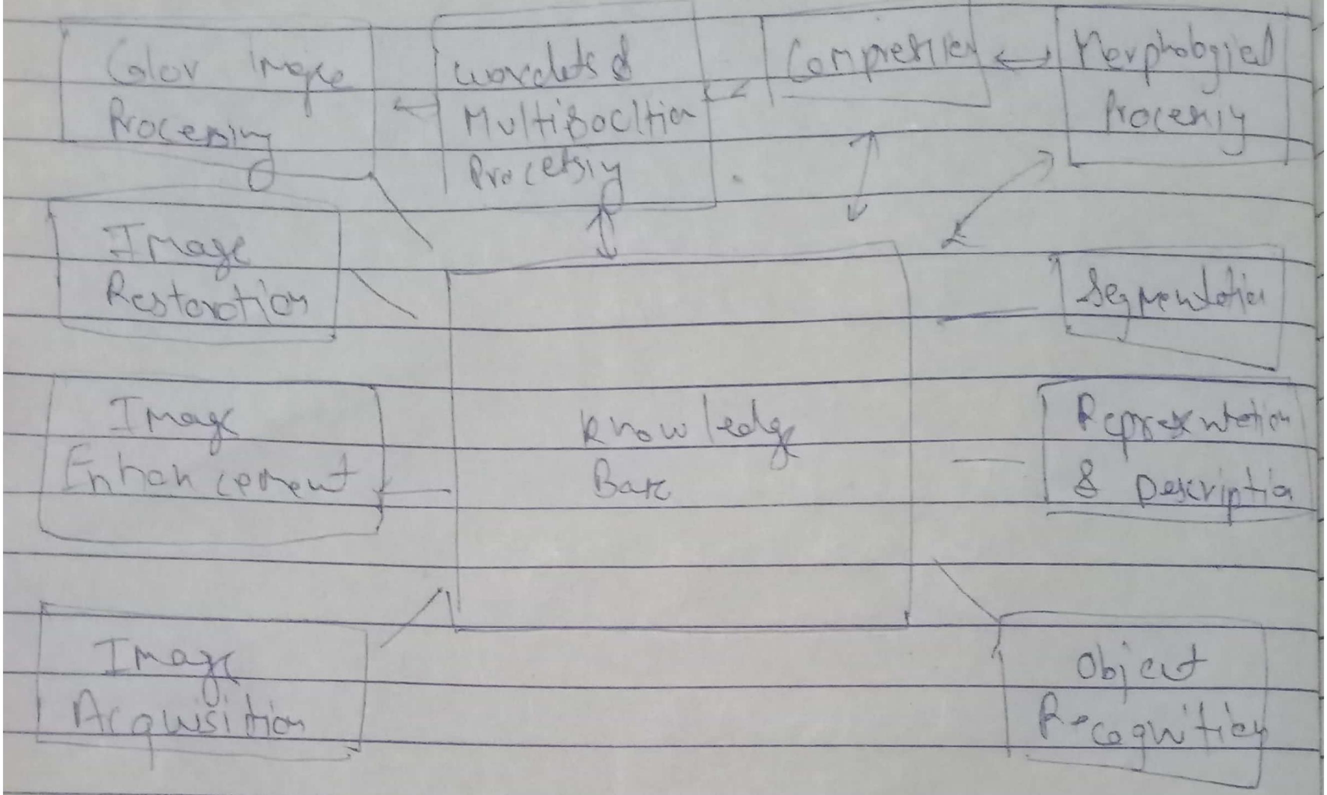
(6) → Histogram is a graphical display of data using bas of different height In a histogram, each bar group number into ranges. Taller bar show that More data falls in that range. A histogram displays the shape and spread of continuous sample data.

Resolution → Is product of width and Height of total pixels

(2) →

```
package javaglictel;

import java.awt.*;
  "      " io.*;
  "      java. awt.imag .BufferedImg;
  "            java. image.io.imageIe;

public class Javaapplication;

    Buffered Image i;
     int h,w, count=0,i,j;

  public void demo(){
    try{
     File  input = new File("/- -.jpg");
    image = ImageIO.read (input);
      w= image. get width();
      h= image. get height();

      for (i=0; <h ; i++)
          {
          for (j=0; j<w; j++)
              {
           count++;
Colour  C= new Colour( image. getRGB (j,i));
    int red= c.get RGB ();
    int green=   c.get RGB();
    Int blue =    c.get Blue();

int   bw =  (int). ((red+ green + blue)/3,
   Colour  nC=  new  Color (bw, bw, bw),

imag  .setRGB (j,i, nc. get RGB ()) )

File  output  = newFile ("home/student/Pict
                 wallpa (jH)");

Imagelo.write (img, "jpg", output) ?

      Catch (Io exception) {
           system.out. println (e); }}
       public   static  void  main(String[]
   args) , {
          aroapplication  obj=new Javaapp
   obj = demo();
          )
```

Q 1 Step in DIP



Q 8 Resolution refers to the number of pixels in an image Resoutution is sometimes identified by the width and height of the image as well as the total number of pixel in the image.

Q 5

```
Buffered Image Img = new Buffered Image
    (w*2, h*2, img.get Type());
  int i, j, h, y;
for (i=0, i<h ; i++)
    for ( j 0 ; j<w ; j++)
```

```
Color  c= new Color (imge.getRGB(i,j))
    x=i ,y=j ;
nImge.setRGB(y*2, x*2, c.getRGB());
 Imag.set.RGB(y*2, x*2+1, c.getRGB() ),
  Imge.setRGB(y*2+1, x*2, c.getRGB());
   Image.setRGB( y*2+1 , x*2+1, c.getRGB();
}
```

```
(3)  class Sample{
       Buffered Image imag;
     int  h,w;

     void done() {
          try{
     File   input = new File("/img");
      imag = ImageIo.read(input);
       w=imag.getWidth();
        h= imag.getHeight();
          System.out.println("Resolution: "+w+"x"
                                 +h);
            }
        catch (Exception e) { }
          }
        }
```