# **UML DIAGRAMS**

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## 1. Class Diagram

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#### **Processing**

img: Image atmos: Int Array darkch: Int Array Omega: Float Patch\_size: Int Array

show\_img()
get\_dark\_channel()
get\_atmosphere()
get\_transmission()
get\_radiance()
dehaze()

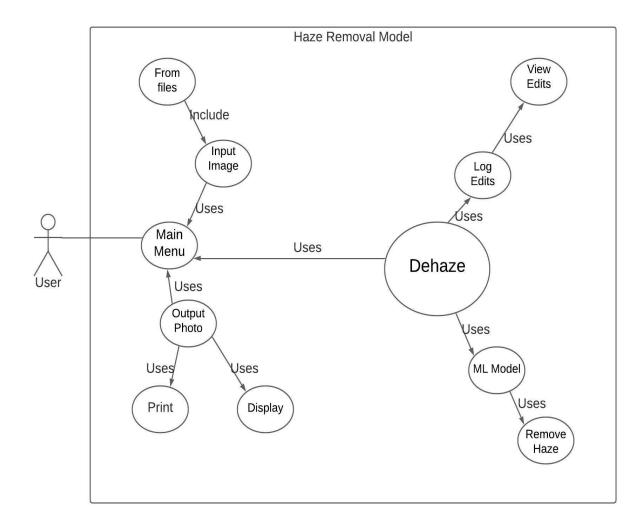
0..\*

### **Buffered Image**

Height: Int Width: Int Pixels: Int

adjust\_contrast()
adjust\_brightness()
adjust\_sharpness()

## 2. Use Case Diagram



PS: Our UML Diagrams are very simple as our project is not software heavy. It is more inclined towards research project as we are working on improving the neural network model for dehazing the image.