1. Gray to binary
2. Image Compliment
3. Rotate an image by 90,180,270 anticlockwise
4. Mirror image both vertically and horizontally
5. Zoom/Shrink the image by scaling factor s(user input) , using bilinear interpolation
6. Crop the image. Input the coordinates of cropped image from user
7. Rotation at any angle
8. Log transform
9. Power law/gamma transform
10. Contrast stretching
11. Bit plane slicing
    1. Image reconstruction using less planes
    2. Image steganography
    3. Watermark embedding and tampering detection
12. Histogram equalization and specification
13. Filtering (mask size is user input)
    1. Box filter
    2. Weighted filter given by
    3. Gaussian filter (
14. Sharpening filters (take mask size odd)
    1. Laplacian filter
    2. Gradient operators of Prewitt and Sobel
    3. Unsharp masking, to obtain blurred image use gaussian filter of size 5x5 and
15. Fourier spectrum of input image
    1. Un-centered
    2. Centered
    3. Log transformation on centered
16. Fourier transform of input image and compare your values with inbuilt function fft
17. Determine whether the reconstructed image (by using fourier transform) is similar to the original input image
18. Generate following noise
    1. Uniform noise
    2. Gaussian noise
    3. Erlang noise
    4. Exponential noise
    5. Rayleigh noise