## DIP - 4

## Cs20b1088

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```
import math
def rotate image(image, angle, center=None, scale=1.0):
    h, w = image.shape[:2]
        center = (w // 2, h // 2)
    M = cv2.getRotationMatrix2D(center, angle, scale)
    rotated predefined = cv2.warpAffine(image, M, (w, h),
flags=cv2.INTER LINEAR, borderMode=cv2.BORDER REPLICATE)
    theta = angle * np.pi / 180
    c, s = np.cos(theta), np.sin(theta)
    rotated = np.zeros like(image)
             if 0 \le \text{new } x + \text{center}[0] \le h and 0 \le \text{new } y + \text{center}[1] \le h
w:
                 x1, y1 = new x + center[0], new y + center[1]
                 x2, y2 = x1 + 1, y1 + 1
                 a, b = x1 - new x - center[0], y1 - new y - center[1]
                 if 0 \le x1 \le h and 0 \le y1 \le w and 0 \le x2 \le h and 0 \le x3 \le h
```

