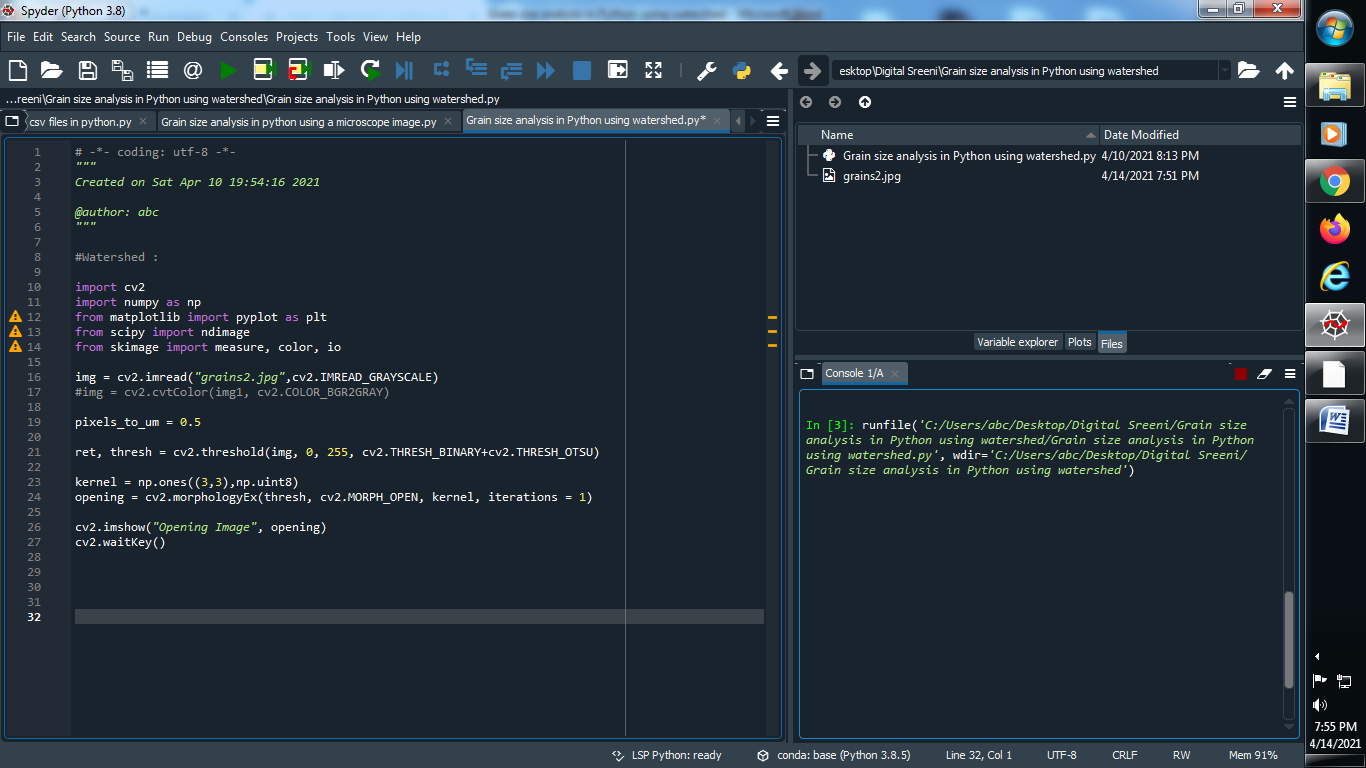
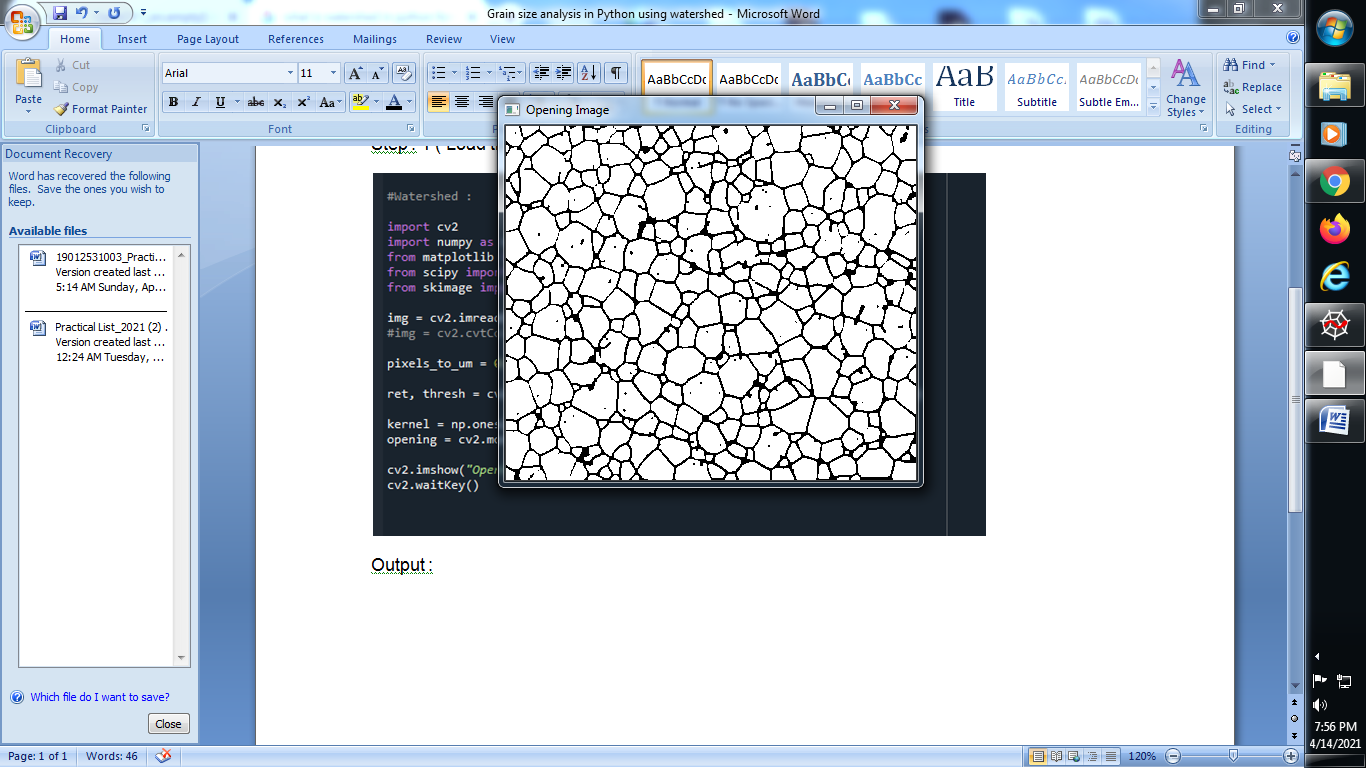
**Watershed :**

→ The **watershed** is a classical algorithm used for segmentation, that is, for separating different objects in an **image**. Starting from user-defined markers, the **watershed** algorithm treats pixels values as a local topography (elevation).

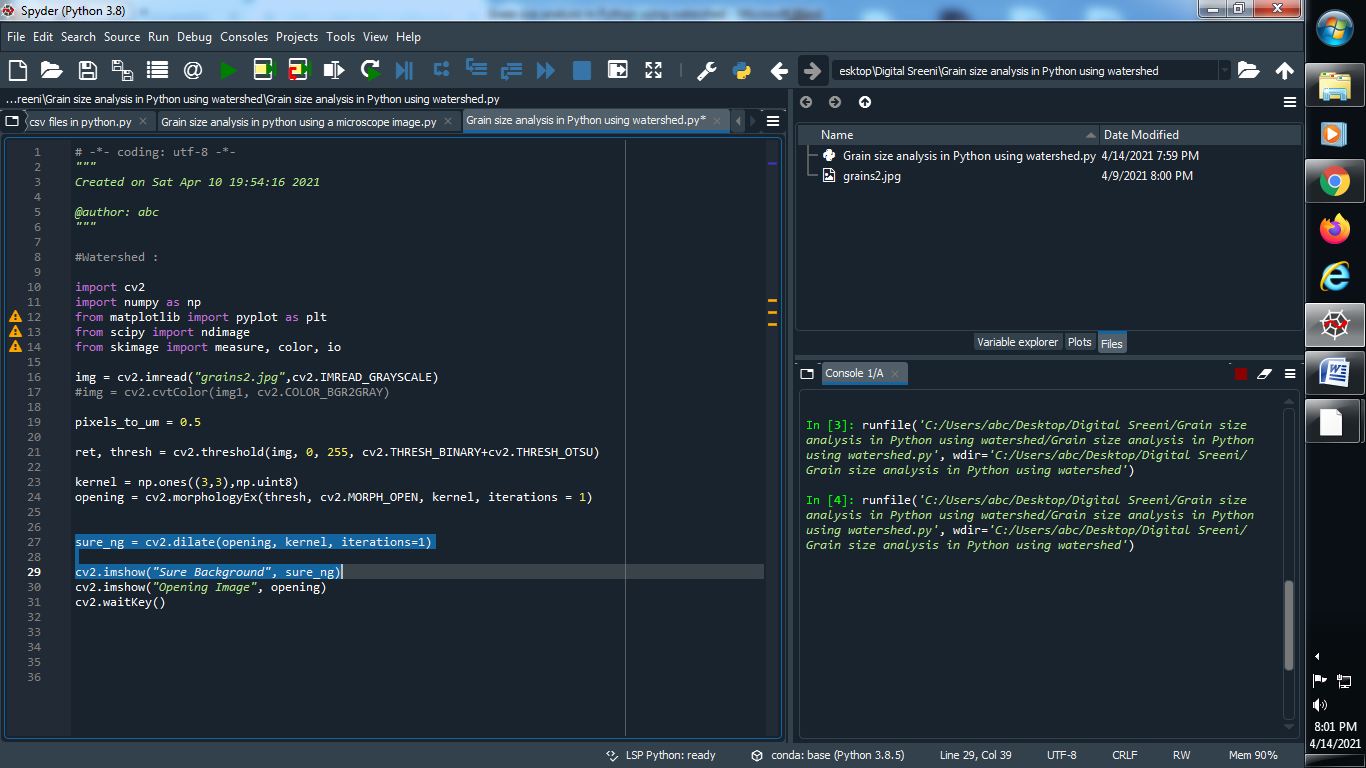
Step : 1 ( Load the image )



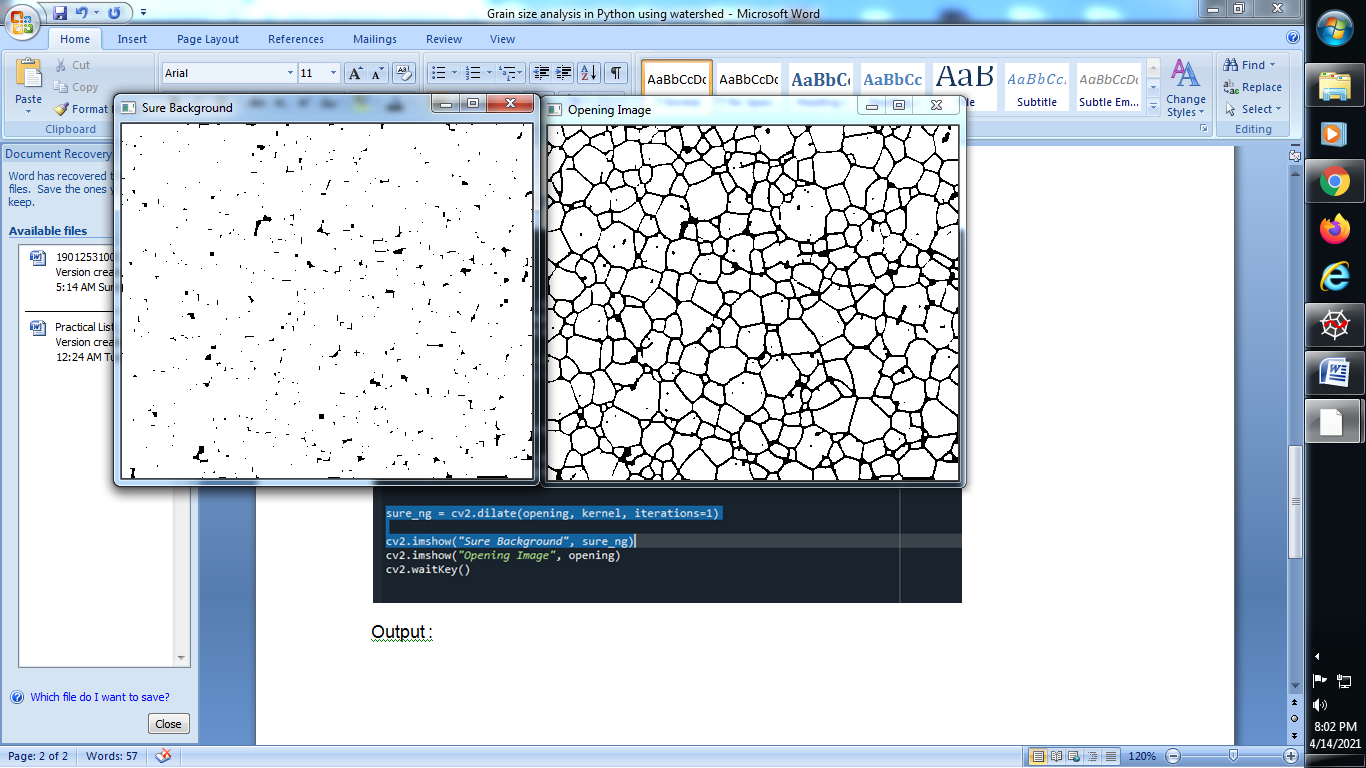
Output :



**Step : 2 ( Open background of image )**

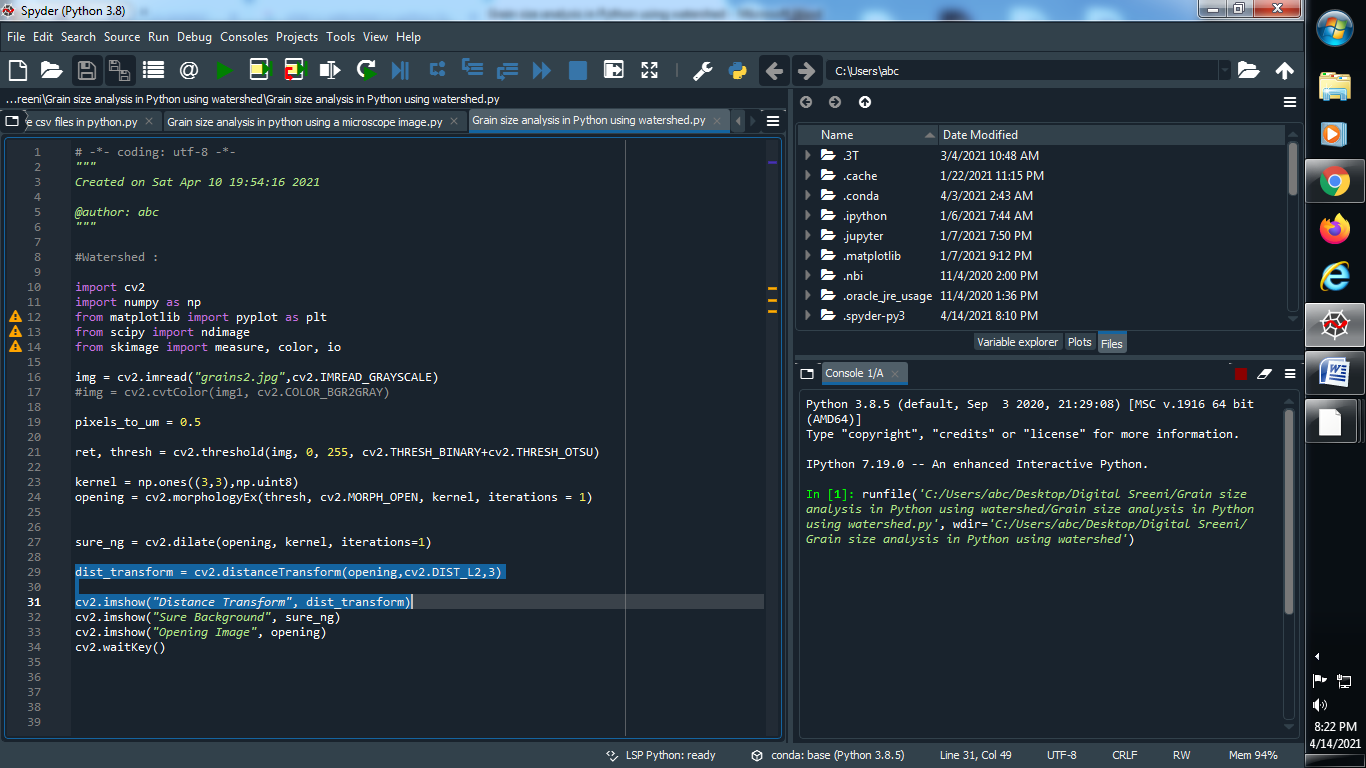


**Output :**

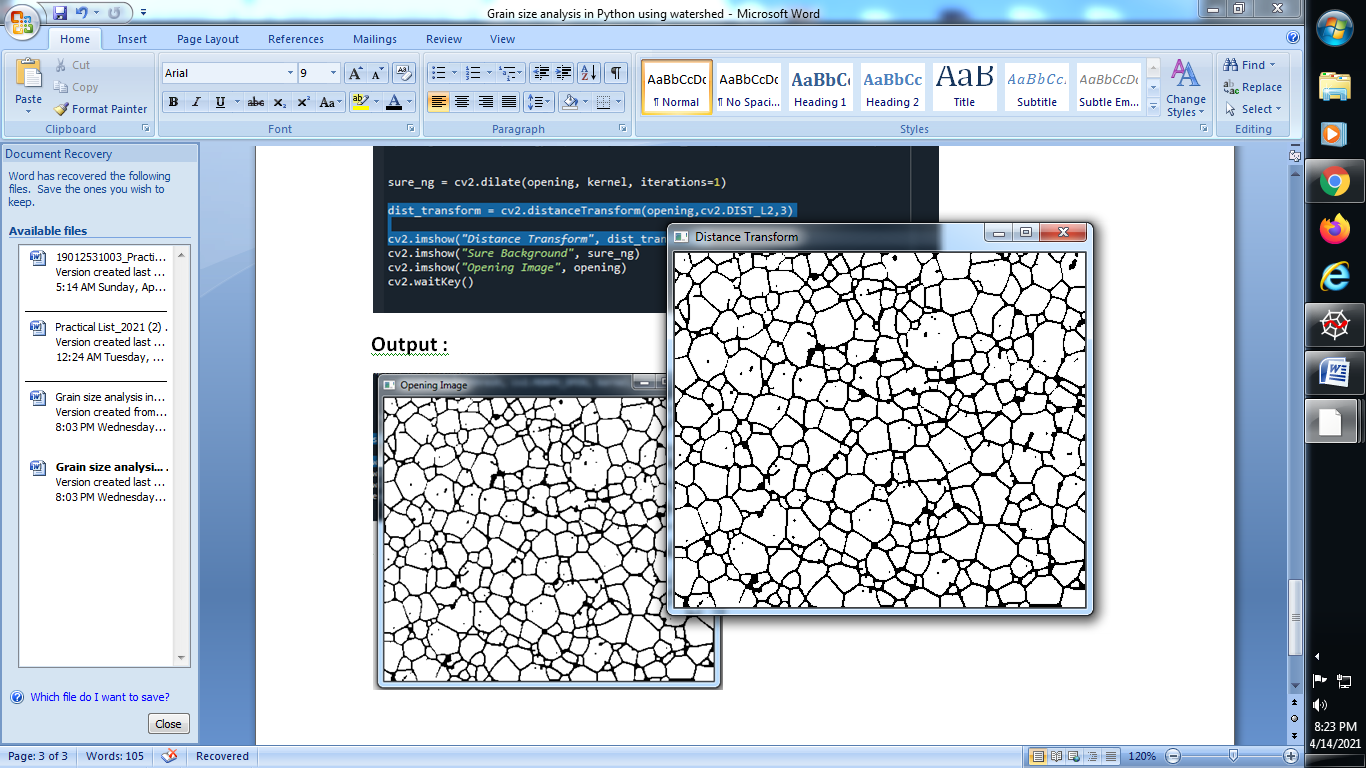
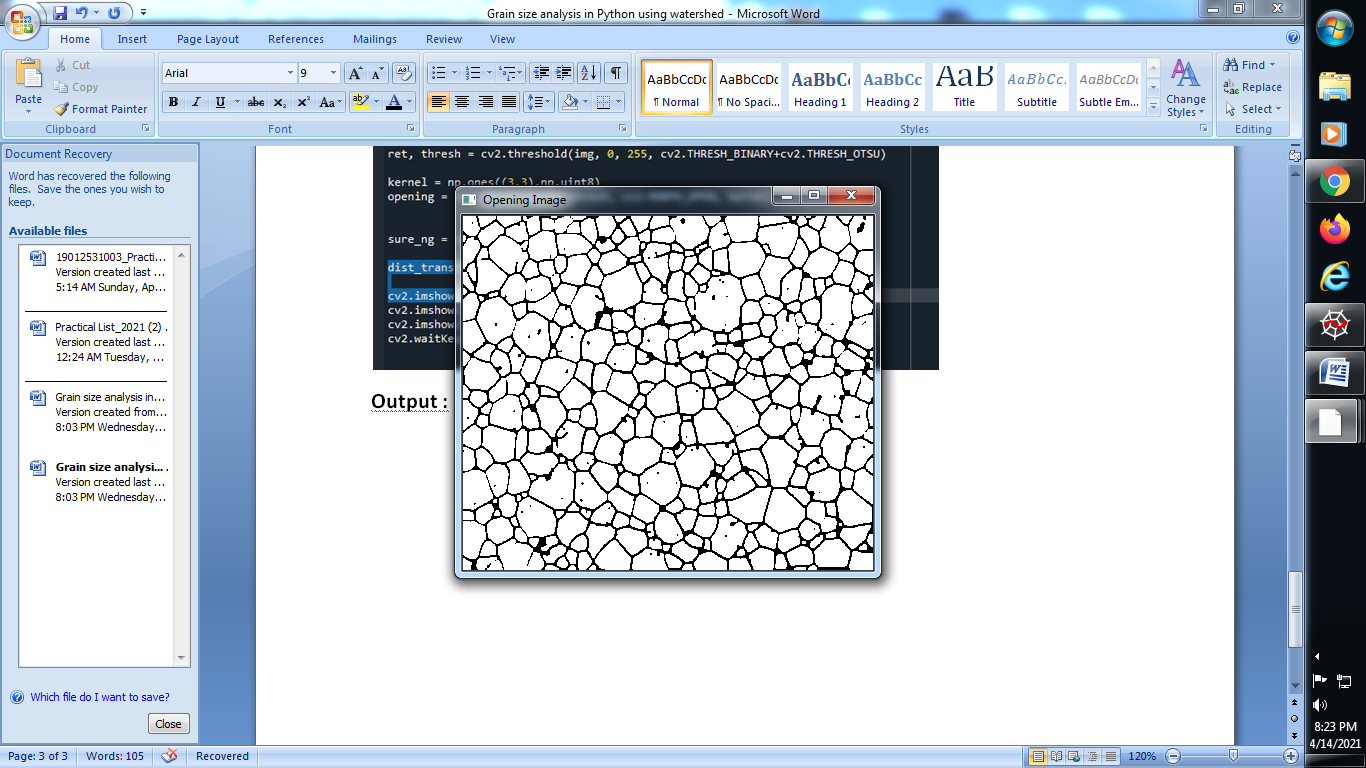


**Distance Transformation :**

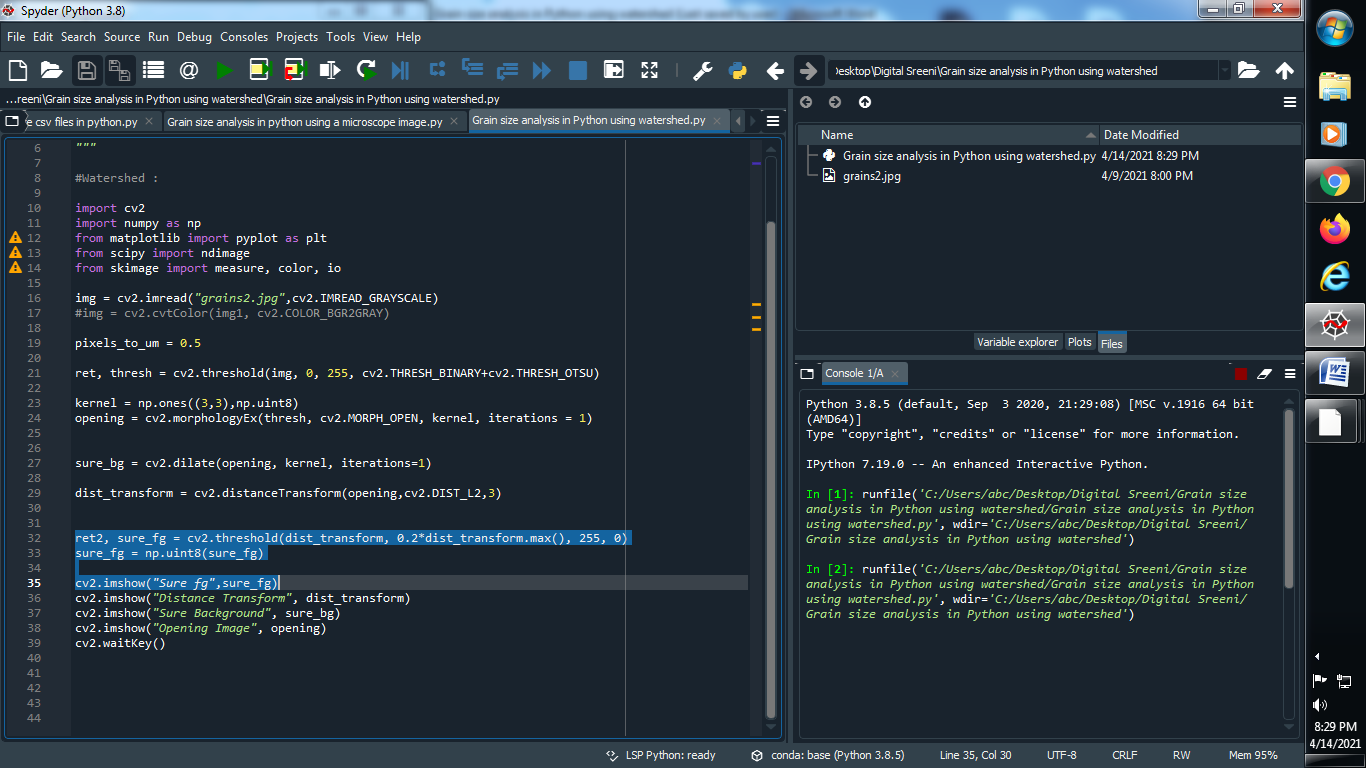
→ A distance transformation converts a binary digital image, consisting of feature and non-feature pixels, into an image where all non-feature pixels have a value corresponding to the distance to the nearest feature pixel. Computing these distances is in principle a global operation.



**Output :**



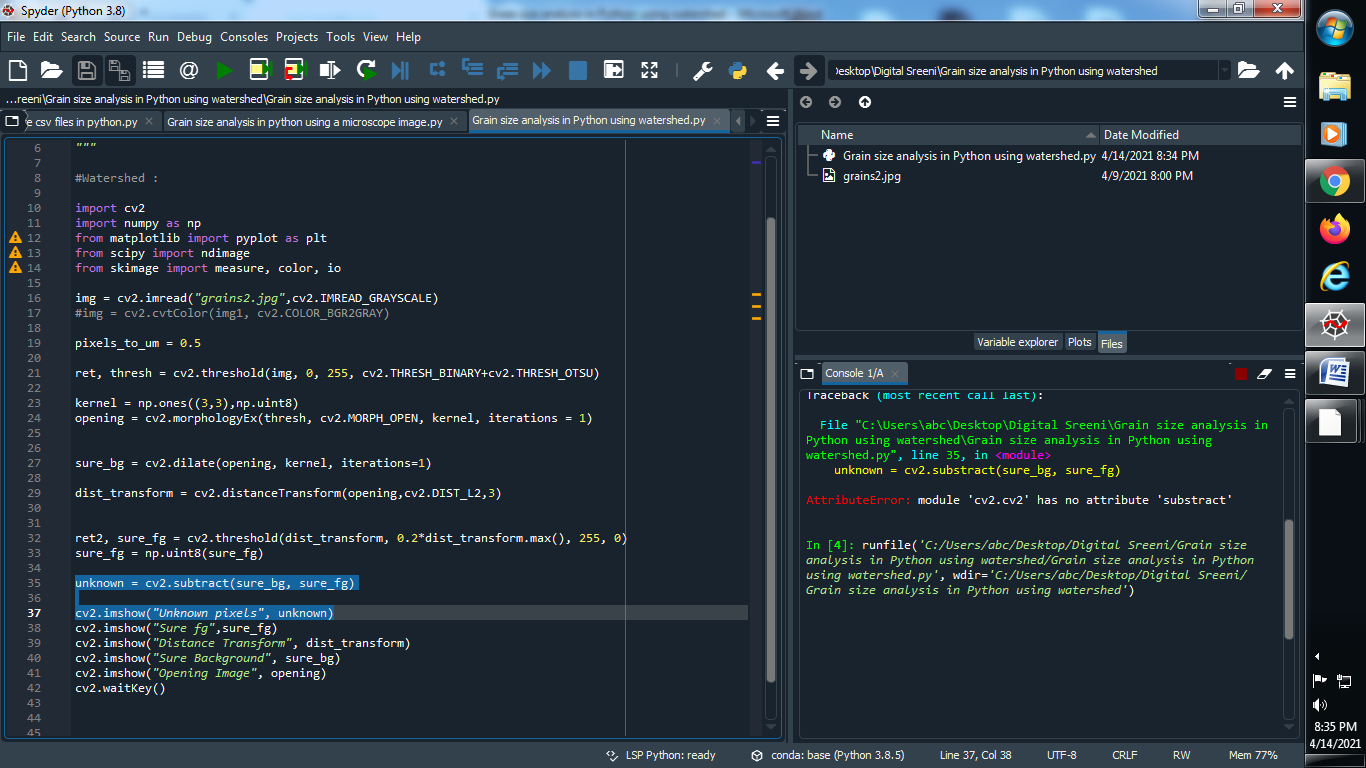
**Convert image into threshould image using distance transform :**



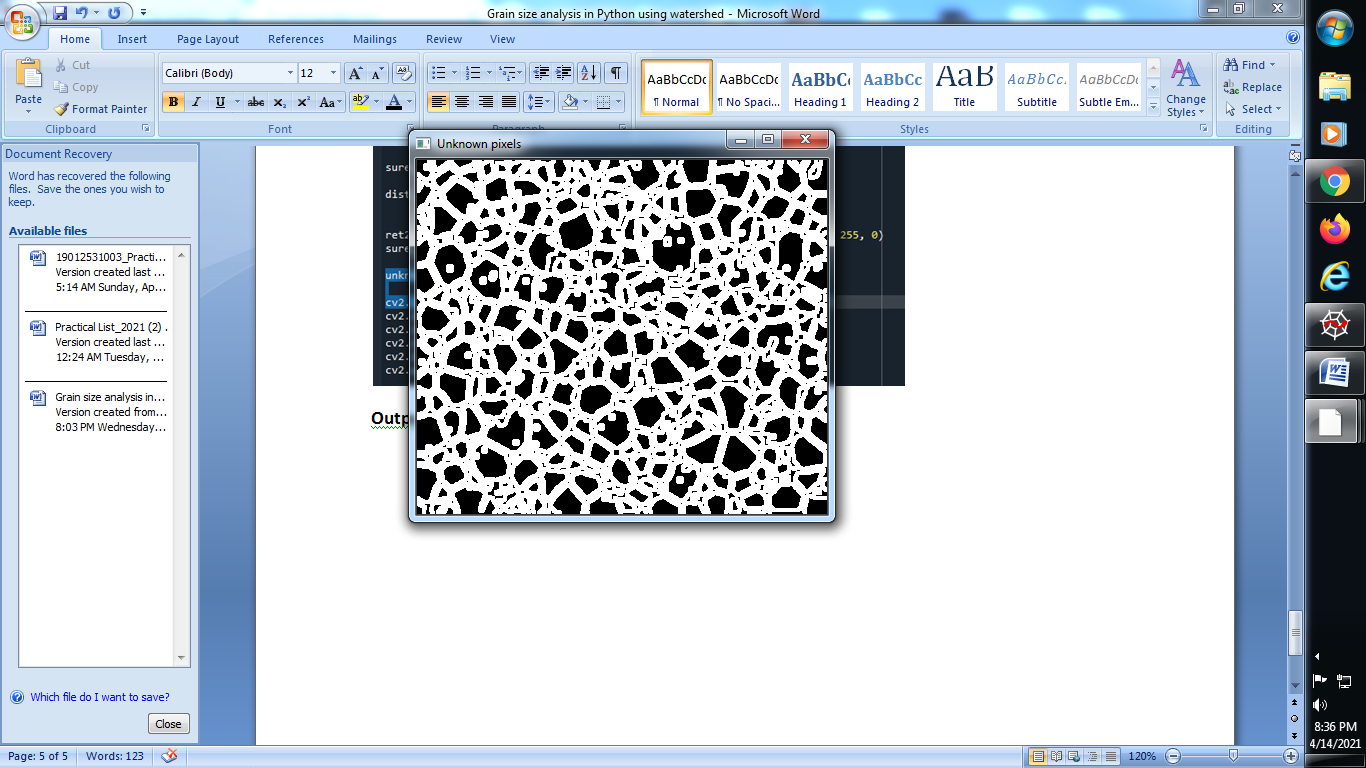
**Output :**

****

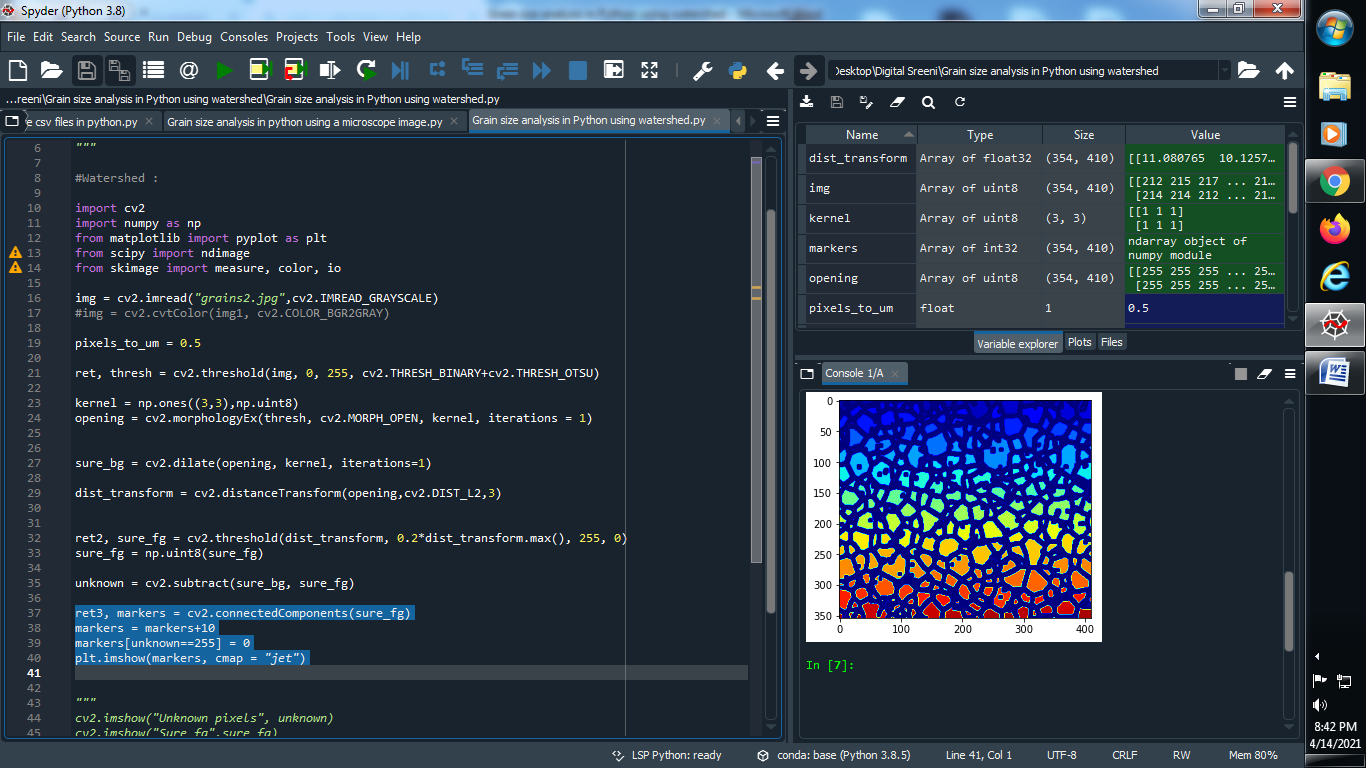
**→ Subtract the image :**

****

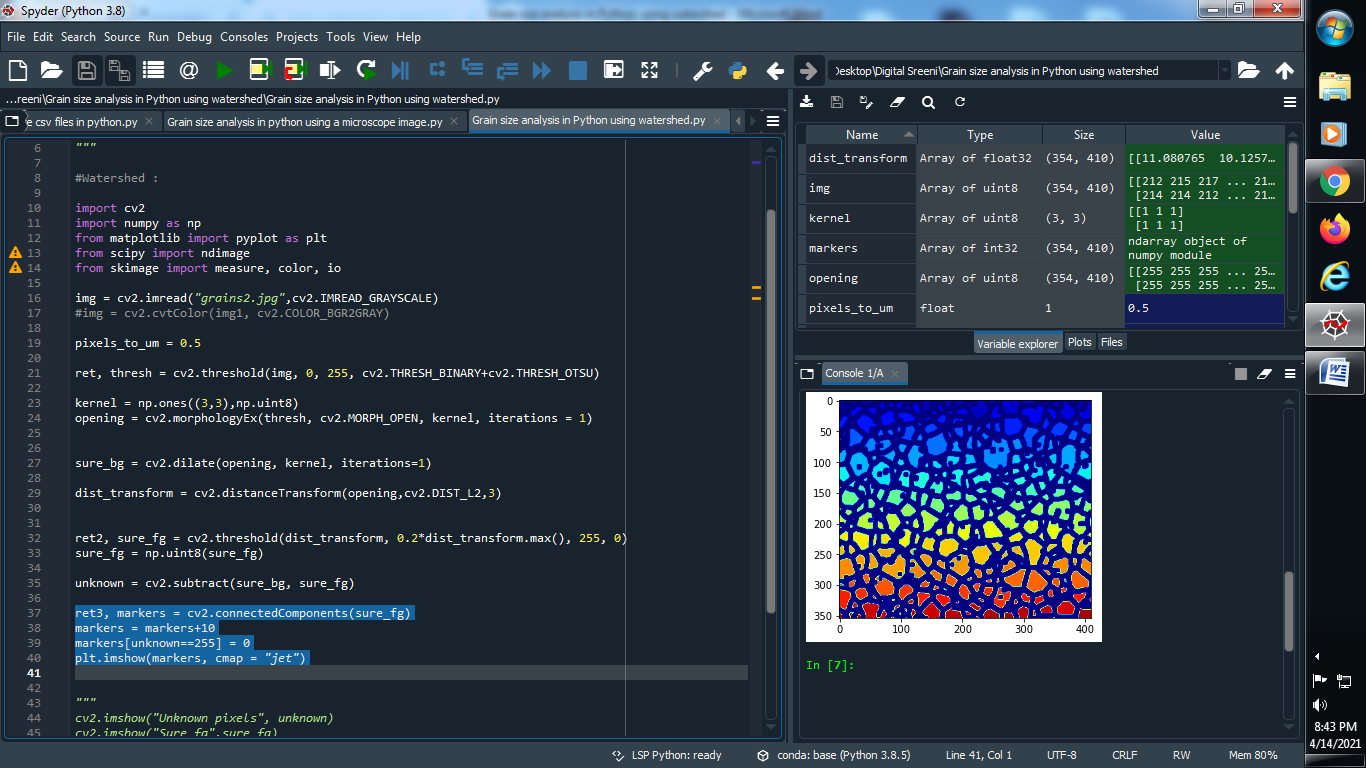
**Output :**

****

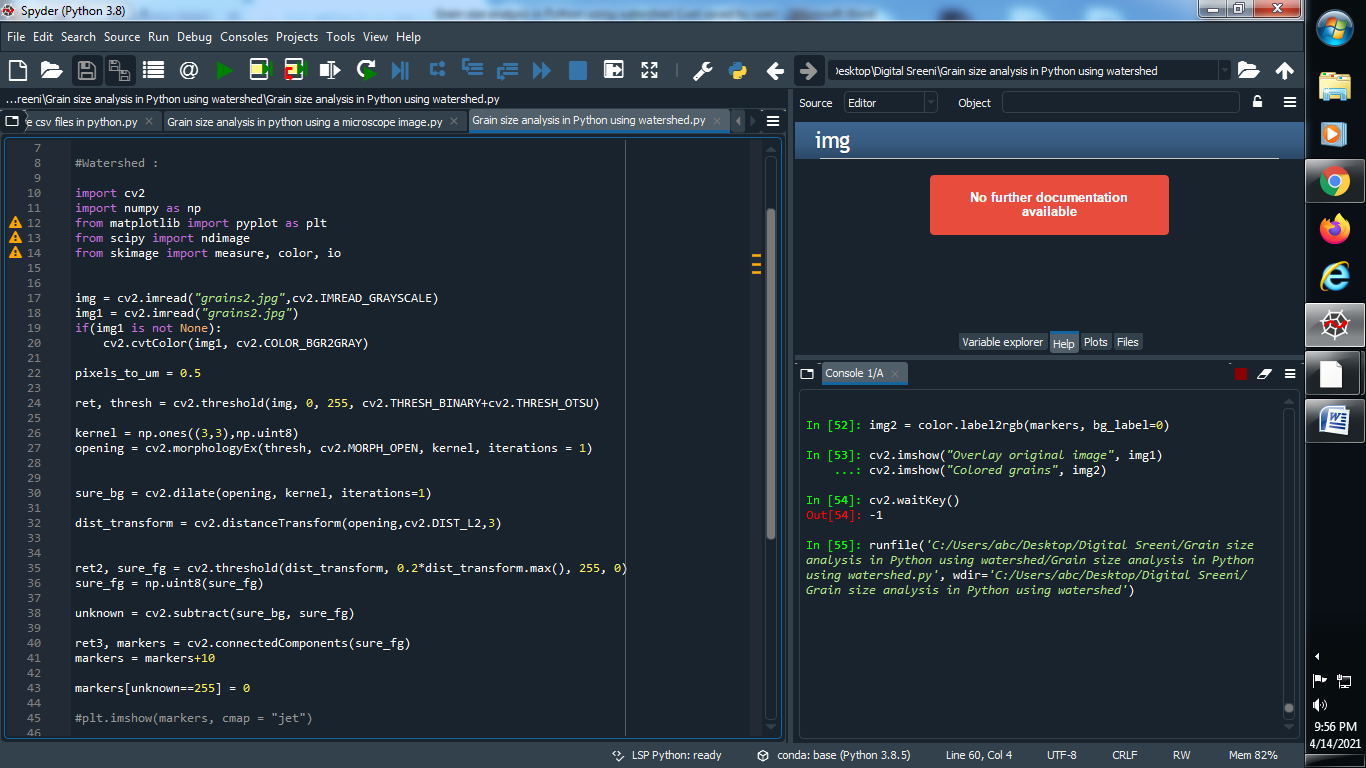
**Use of markers in image :**

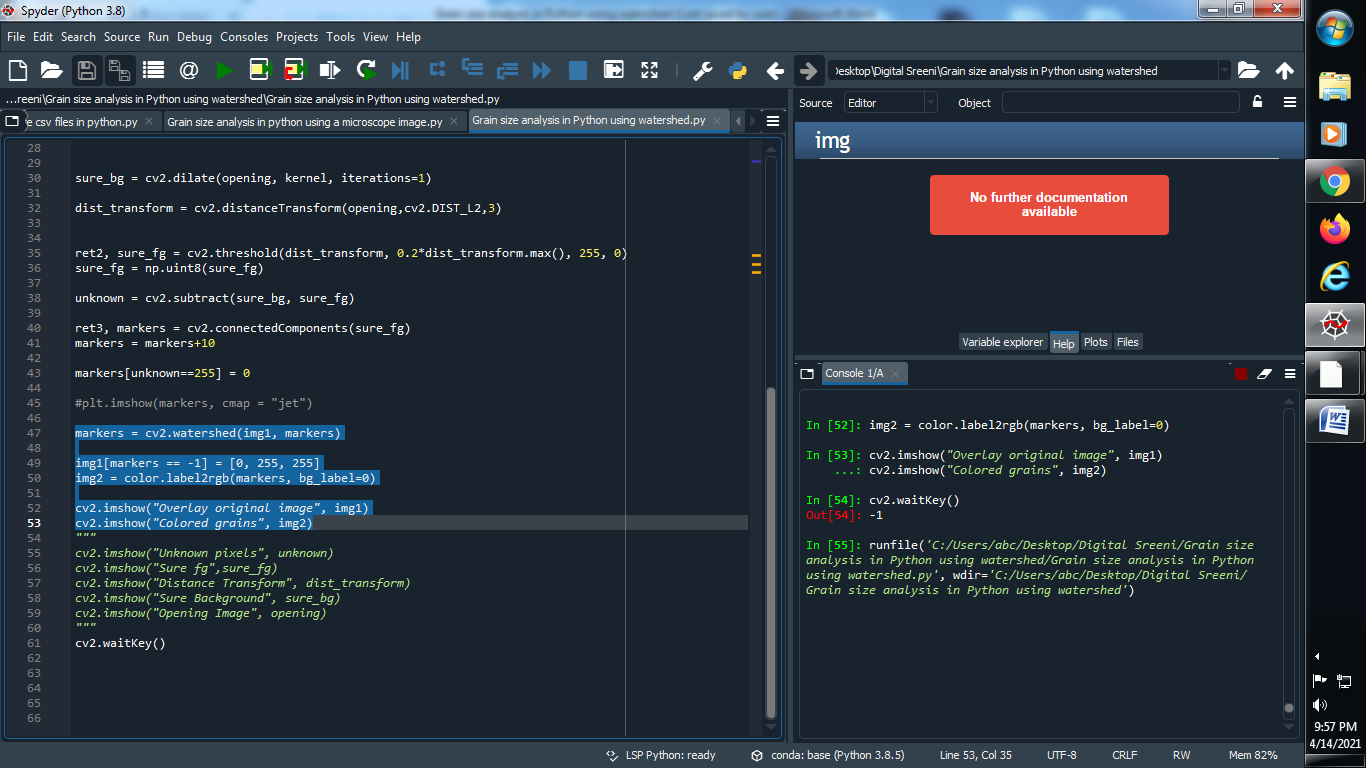
****

**Output :**

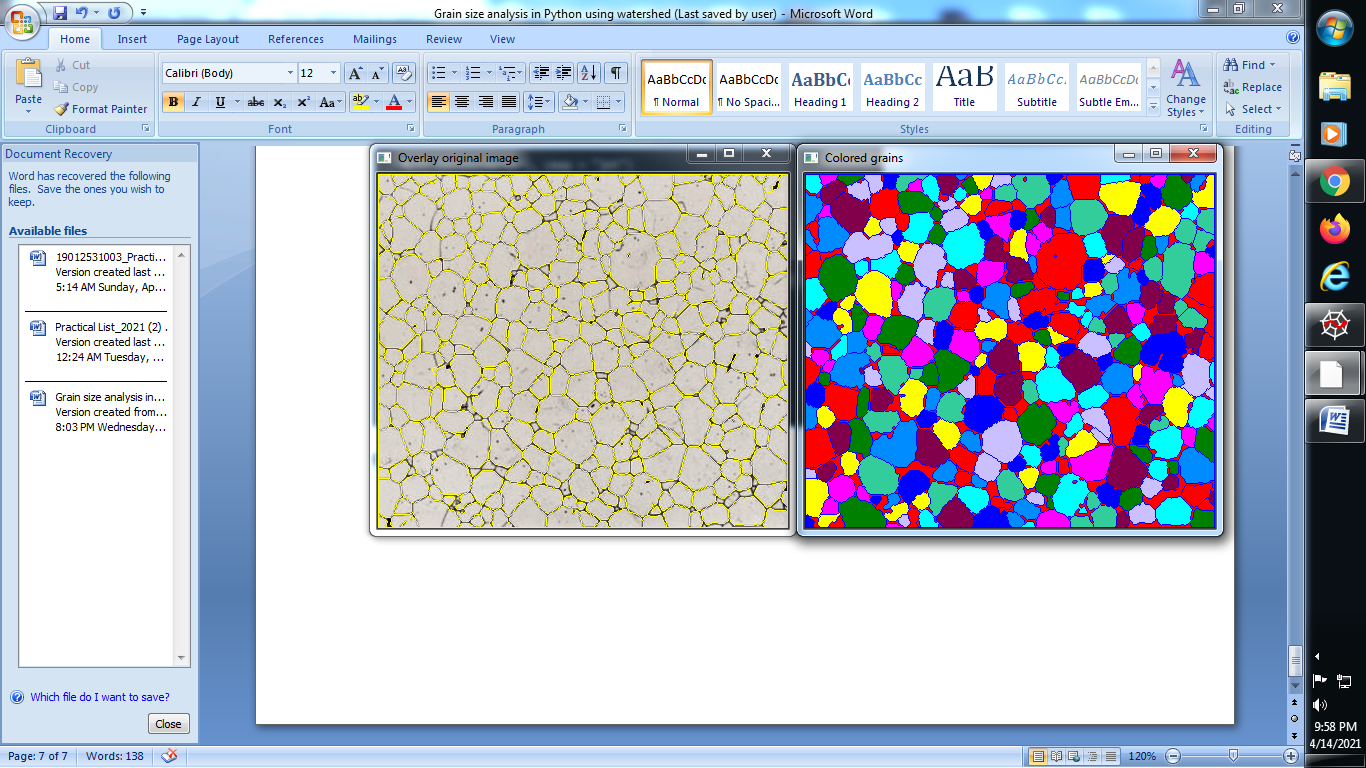
****

**Use Watershed in image :**

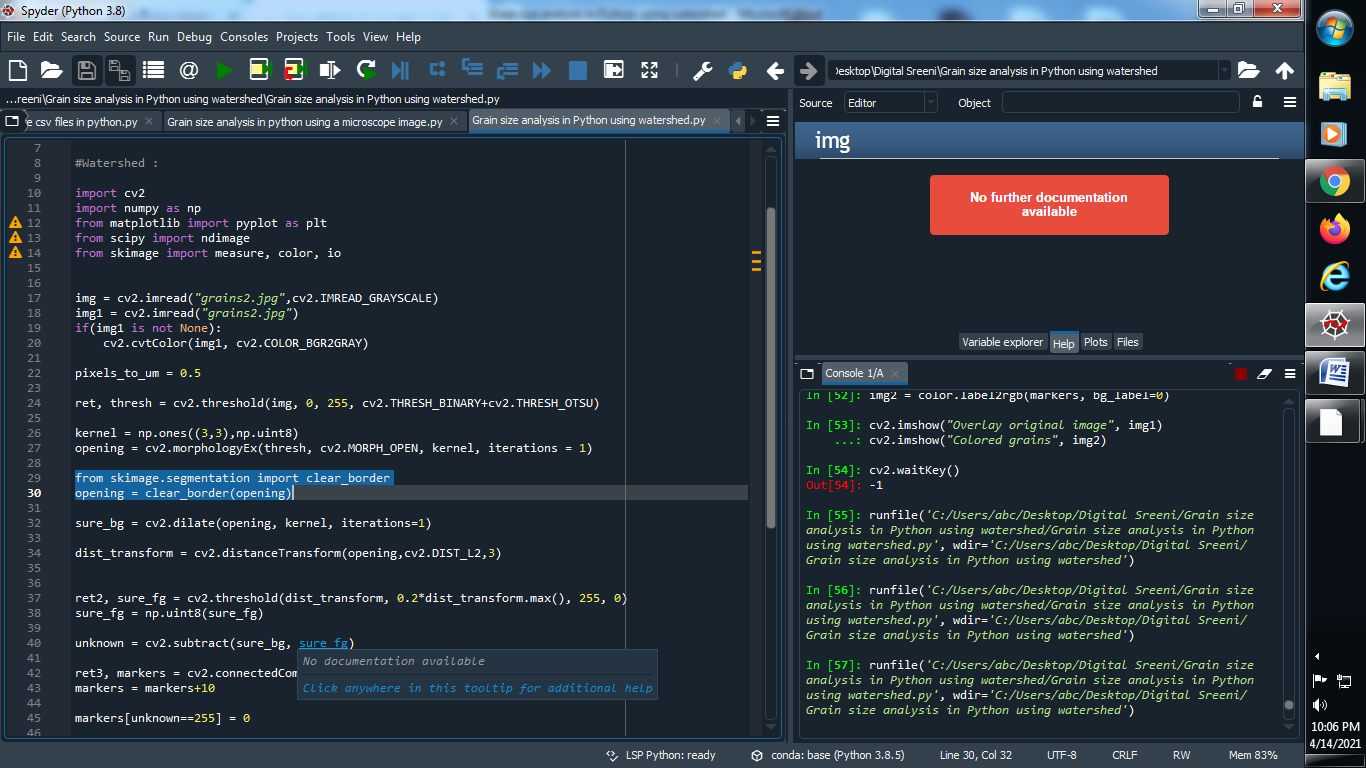
****

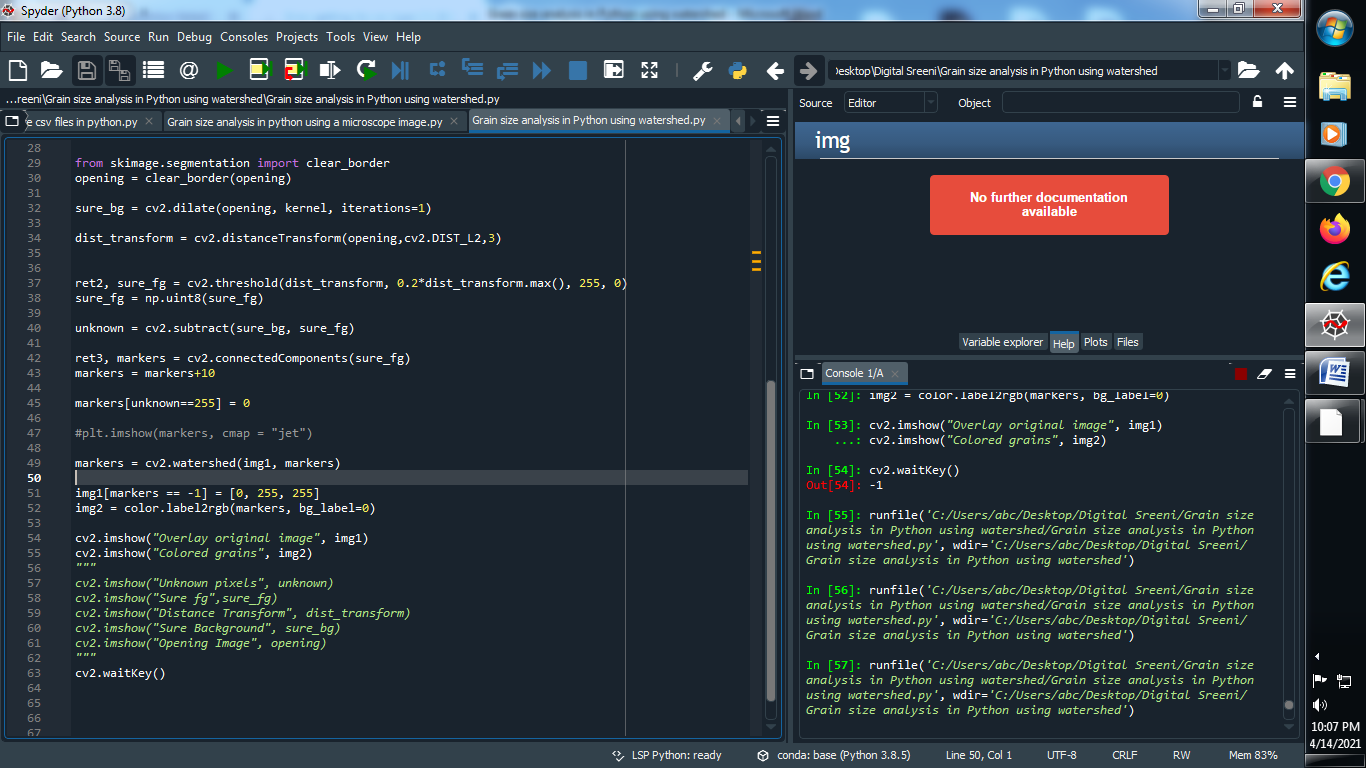
****

**Output :**

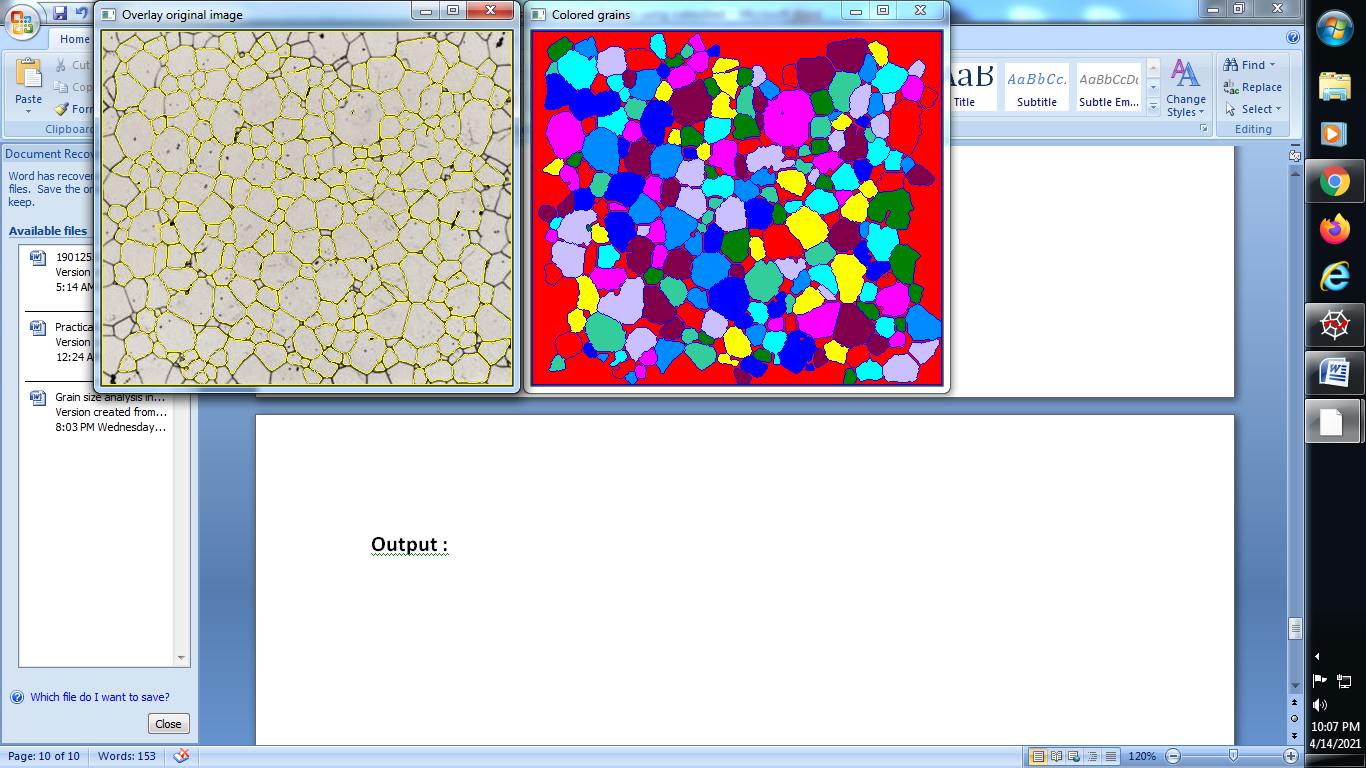
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**Remove the border in above the image using clear border library :**

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**Output :**

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