scratch=zeros(100,1);

%Find candidate starting locations for boundaries. [rr,cc]=find((tp(2.end-1,0>0)&(,(1:end-2,:)==0)); rr=rr+1;

for k=1:length(rr)

r=rr(k);

c=cc(k);% boundary points (r

if (Lp(r,c)>0).(Lp(r-1,c)==0)&isempty(B(Lp(r,c)))

%We've found the start of the next boundary.Compute its

linear

%offset,record which boundary it is,mark it,and initialize the

%counter for the number of boundary pixels. idx.(c-1).size(Lp,1)+,

which=tp(idx);

scratch(1)=idx;

Lp(idx)=START;

numpixels=1;

currentpixel=idx;

initial\_departuredirection.[1;

done=0;

next\_search\_direction=2;

while -done

%Find the next boundary pixel. direction=next\_search\_direction;

found\_next\_pixel=0;

for k=1:length(offsets) neighbor=currentpixel+offsets(direction); if Lp(neighbor)—=0

%Found the next boundary pixel. if (Lp(currentpixel)==START)&...

isempty(initial\_departure\_direction) %We are making the initial departure from

the starting

%pixel. initial\_departure\_direction=direction; elseif (Lp(currentpixel)==START)&...

(initial\_departure\_direction==direction)

% We are about to retrace our path. %That means we're done.

done=1;

