foundnext\_pixel=1;

break;

end

%Take the next step along the boundary. next\_search\_direction=...

next\_search\_direction\_lut(direction); found\_next\_pixel=1;

numpixels=numpixels+1;

if numpixels>size(scratch,1)

%Double the scratch space. scratch(2.size(scratch,1))=0;

end scratch(numpixel0=neighbor;

if Lp(neighbor)—=START

Lp(neighbor)=BOUNDARY;

end currentpixel=neighbor;

break;

end

direction=next\_direction\_lut(direction);

end

if —found\_next\_pixel

%If there is no next neighbor,the object must

just have a

%single pixel.

numpixels=2;

scratch(2)=scratch(1);

done=1;

end

end

%Convert linear indices to row\_column coordinates and save in the

%output cell array. [row,col].ind2sub(size(Lp),scratch(1:numpixels)); B{which}=[row-1,col-1];

end

end

if strcmp(dir,.c..) for k=1:length(B)

B{k}.1101(end:-1:1,:);

end

end