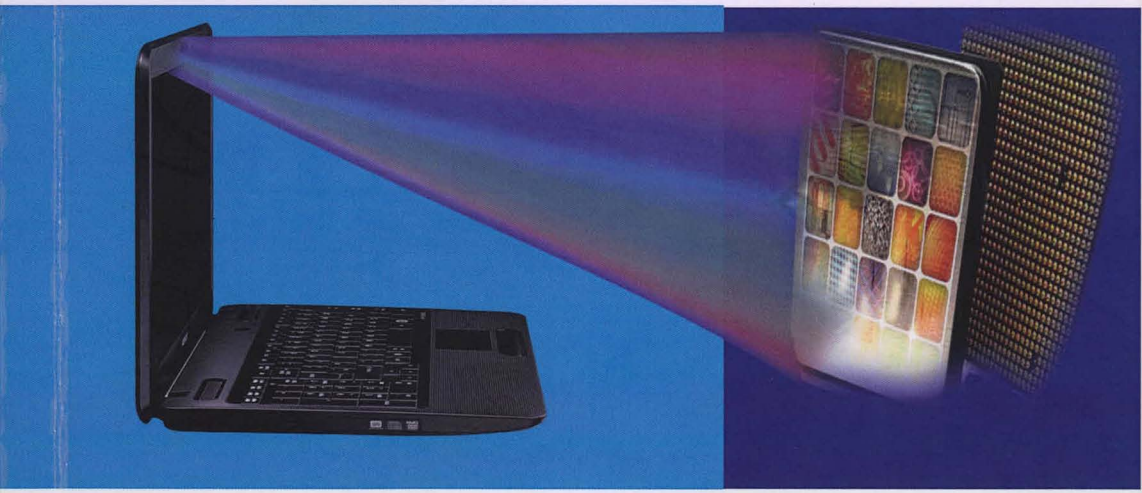
# Introduction of Computer Systems and Applications

Asadullah Shah

Imad Fakhri Taha Alshaikhli



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# INTRODUCTION OF COMPUTER SYSTEMS AND APPLICATIONS

**Editors**

Asadullah Shah

Imad Fakhri Taha Alshaikhli

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# 21. IMAGE EDITING

Asadullah Shah, Zoya Shah and Imad Fakhri Taha Alshaikhli
Department of Computer Science, Faculty of Information and Communication Technology, International Islamic University Malaysia, Malaysia

**Abstract**

The images are two dimensional data sets representing the intensity of light on both y-axis and x-axis. The digital image is a converted version of analog (original) image), over the digital image various operations can be carried such as filtering, image smoothing, boundary detections and many others.

## 21.1 Introduction

With software editor, image can be edit and also convert to different graphics formats. Image editors typically deal with only bitmapped images such as GIFs, JPEGs and BMPs; however, some editors support both bitmaps and illustrations (see vector graphics). Common functions are manually cropping and resizing the image and using "filters" to adjust brightness, contrast and colors.

## 21.2 Objectives

In this lab, students will learn how to do the following:

- Use Marquee, lasso and Magic Wand tool to select parts of an image in various ways.
- Move a selection
- Deselect a selection
- Add to subtract from a selection
- Transform a selection