



Digital Image Processing: An Algorithmic Introduction using Java

Mark James Burge

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- Practical examples and carefully constructed chapter-ending exercises drawn from the authors' years of experience teaching this material
- Real implementations, concise mathematical notation, and precise algorithmic descriptions designed for programmers and practitioners
- Easily adaptable Java code and completely worked out examples for easy inclusion in existing, and rapid prototyping of new, applications
- Self-contained chapters and additional online material suitable for a flexible one- or two- semester course
- Uses ImageJ, the image processing system developed, maintained, and freely distributed by the U.S. National Institutes of Health (NIH)
- A comprehensive Website (www.imagingbook.com) with complete Java source code, test images, and additional instructor materials

This comprehensive, reader-friendly introduction is ideal for foundation courses as well as eminently suitable for self-study.

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