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// sites.google.com/view/vsat2k
// Gray Level Slicing with Background
// graylevelslicing_with_bg.cpp

#include<stdio.h>
#include<conio.h>

int main()
{
    FILE *inputFile, *outputFile;
    int i, r1, r2;
    char buffer, buffer1;

    inputFile=fopen("giraffe.bmp", "rb");
    outputFile=fopen("giraffe_graylevelwithbg.bmp", "wb+");

    printf("Program: \n Gray Level Slicing with Background=>");

    printf("\n Enter the value of r1: ");
    scanf("%d", &r1);
    printf("\n Enter the value of r2 (such that r2>r1): ");
    scanf("%d", &r2);

    for(i=0; i<1078; i++)
    {
        fread(&buffer, sizeof(char), 1, inputFile);
        fwrite(&buffer, sizeof(char), 1, outputFile);
    }
    while(fread(&buffer, sizeof(char), 1, inputFile))
    {
        if(buffer>=r1 && buffer<=r2)
            buffer1=255;
        else
            buffer1=buffer;

        fwrite(&buffer1, sizeof(char), 1, outputFile);
    }

    fclose(inputFile);
    fclose(outputFile);
    return 0;
}

```

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} // End of Gray Level Slicing with Background in CPP File  
////////////////////////////////////
```