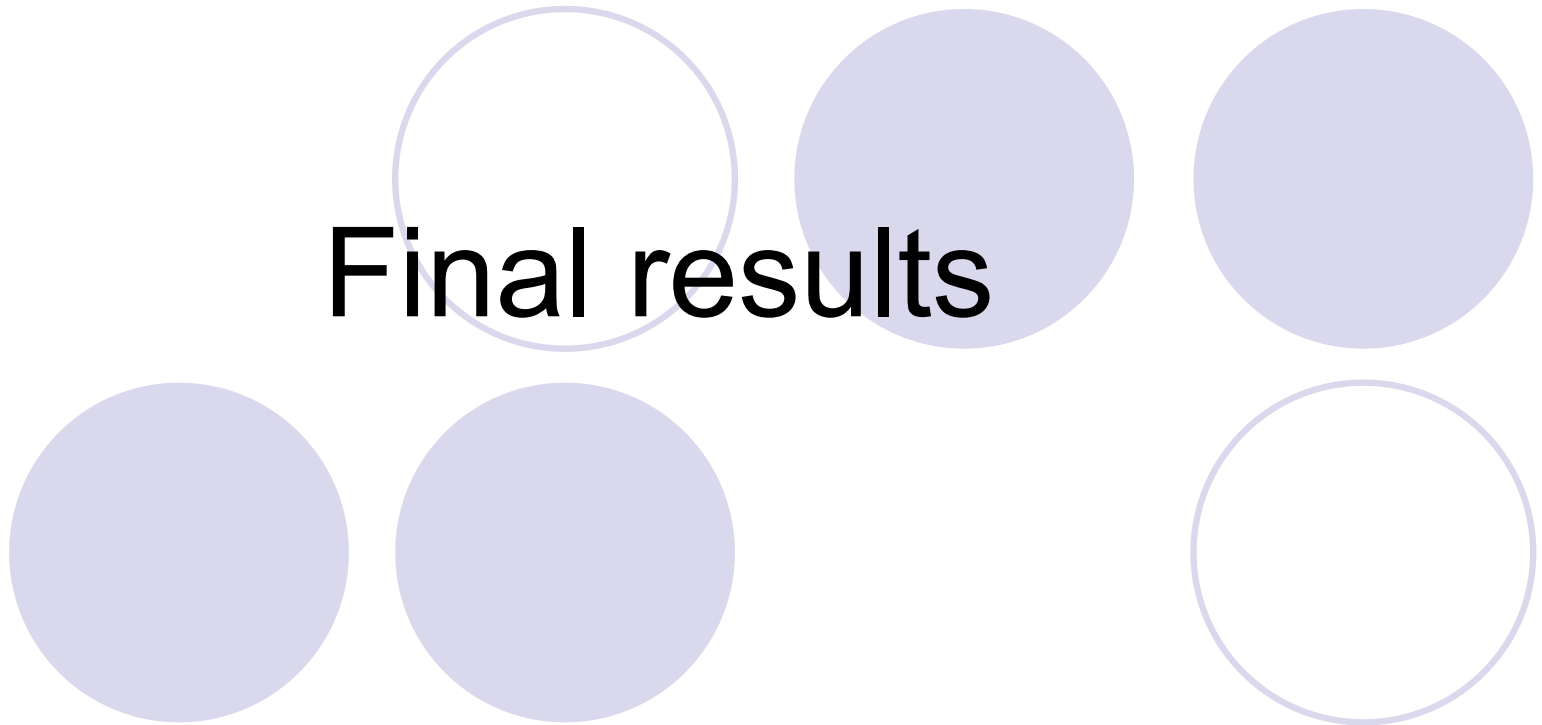
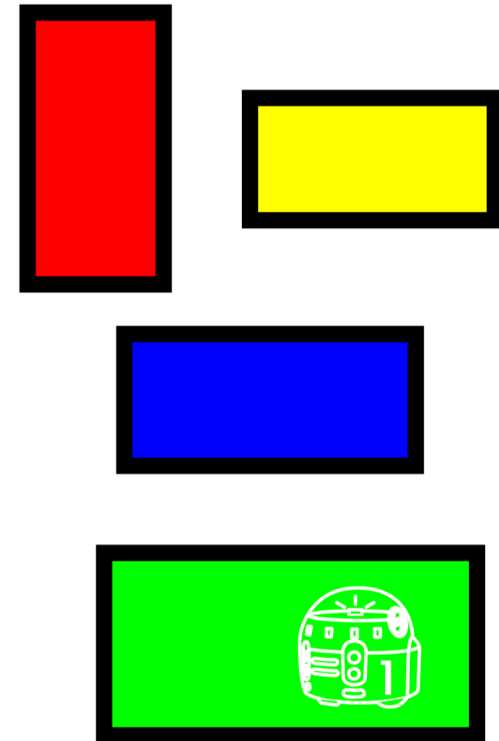
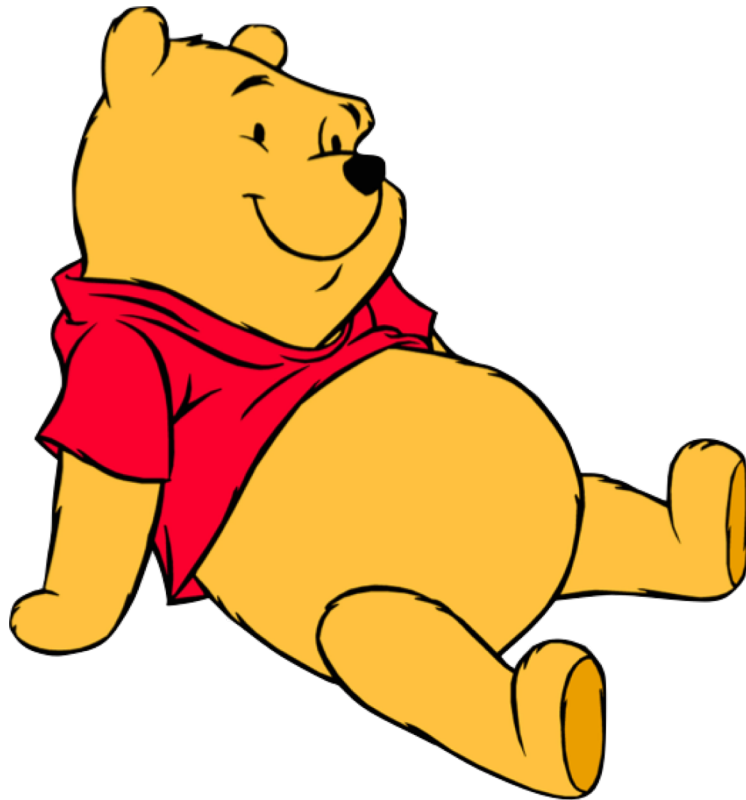


**Final results**

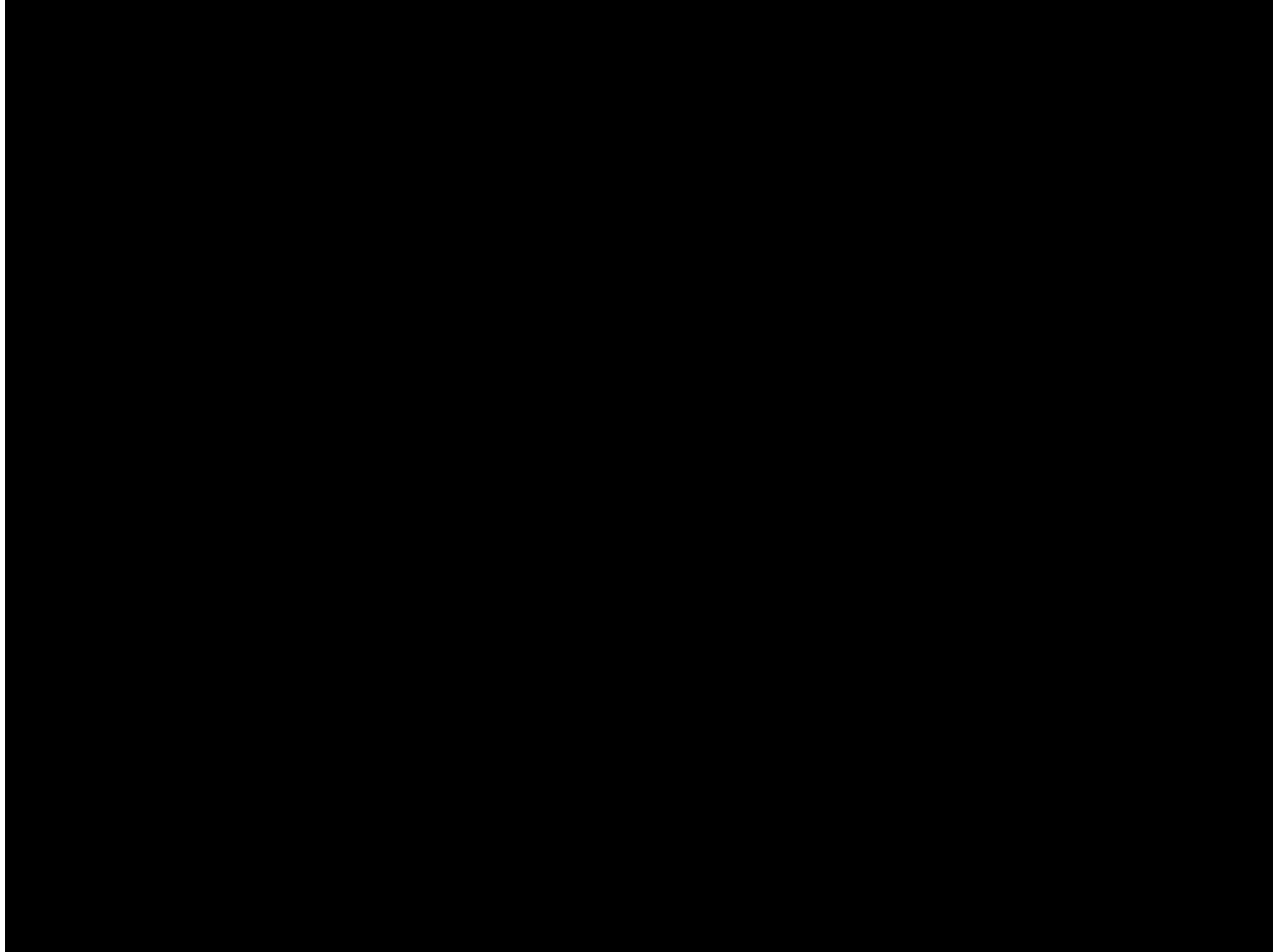


# Task

- Winnie the Pooh -> different ways of computing the number of objects on the playground

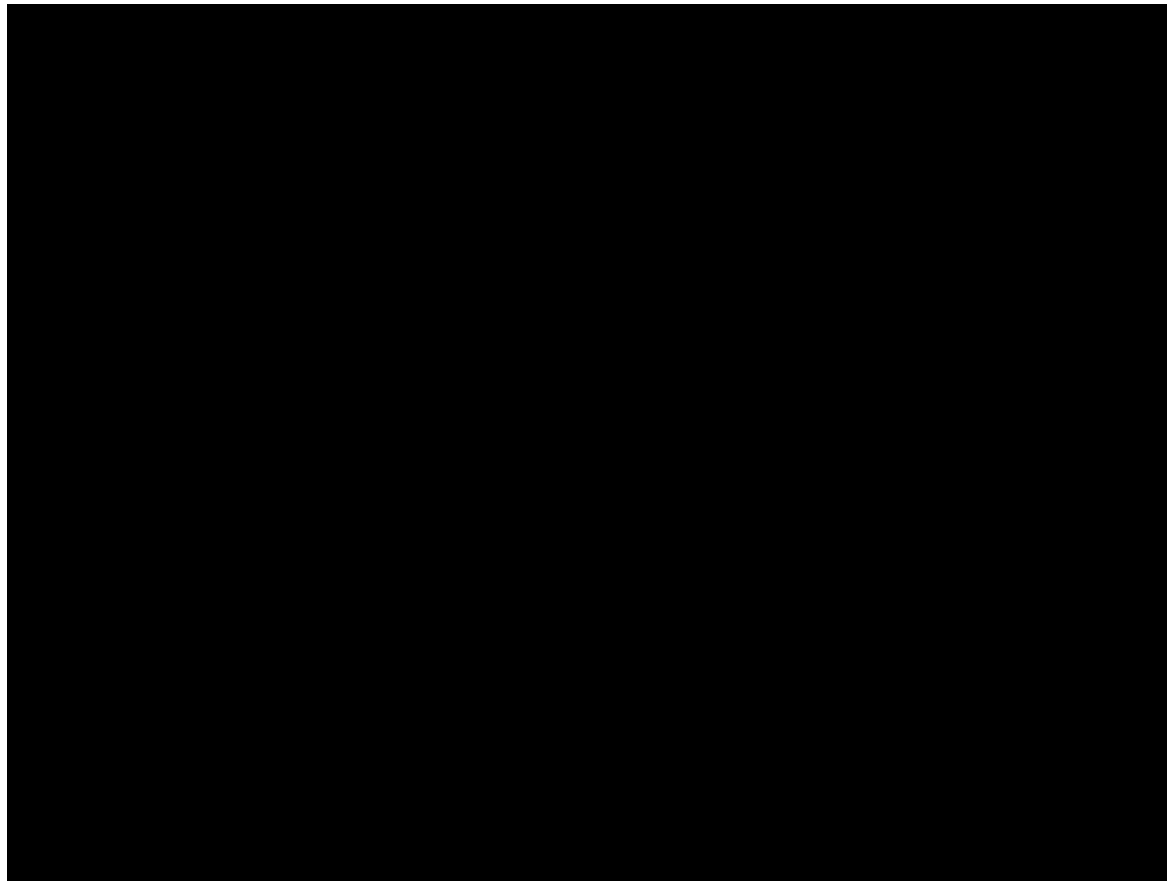


1. By the number of lines

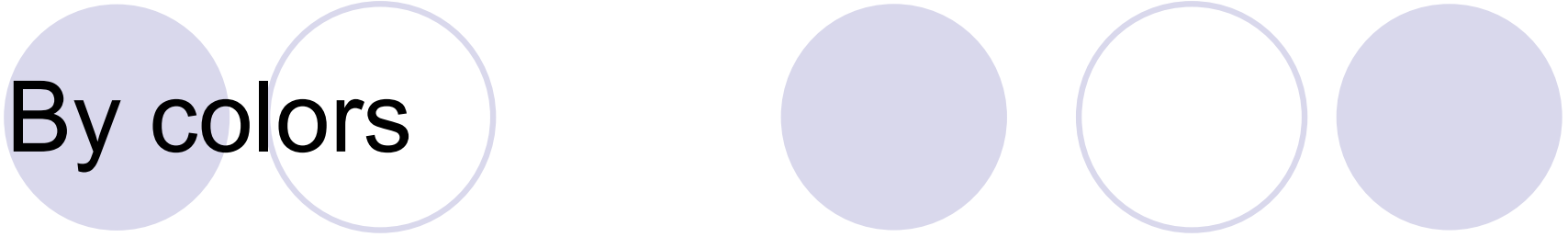


## 2. By colors

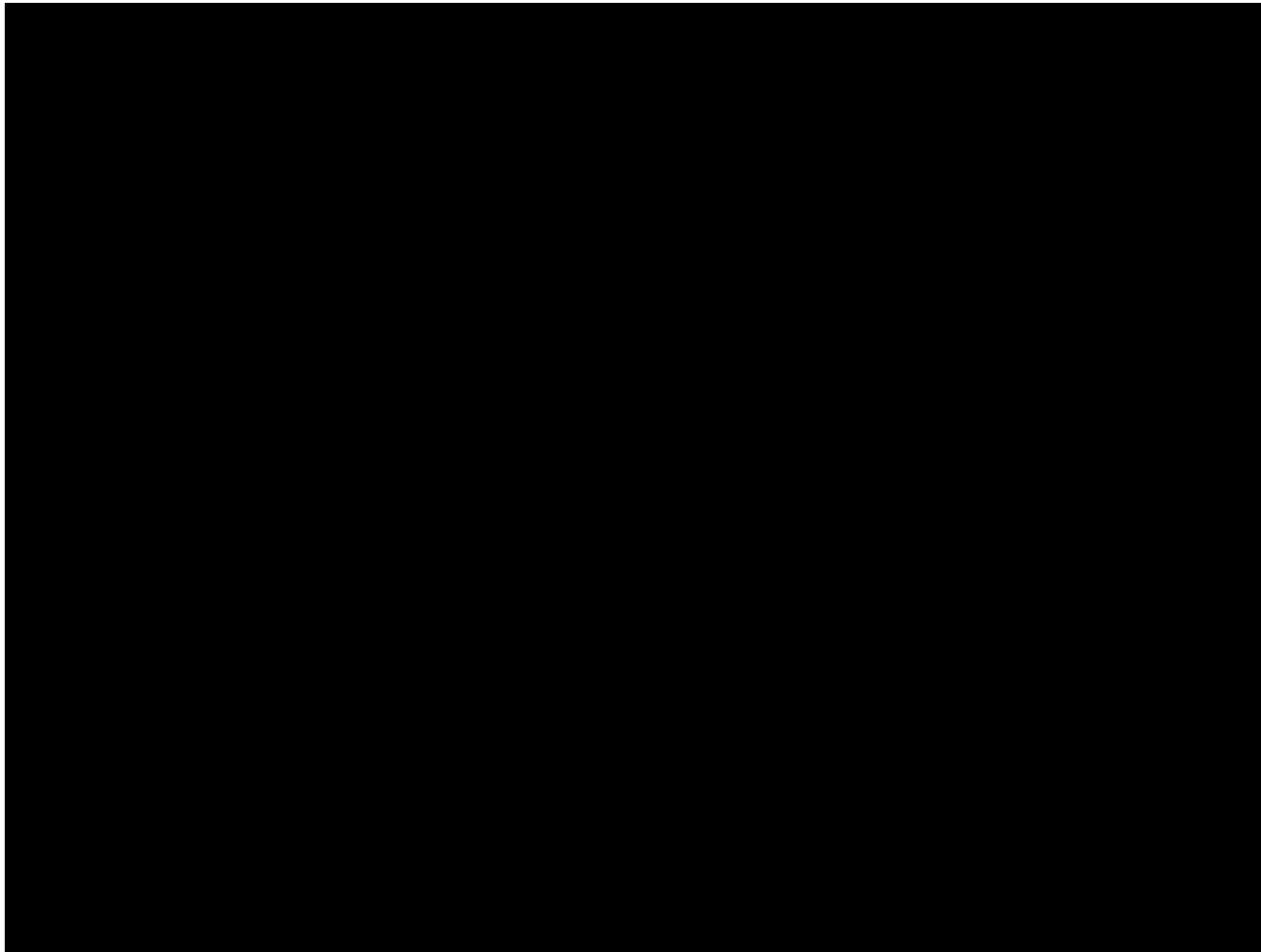
- 1<sup>st</sup> step: determine the different colors encountered on the playground



## 2. By colors

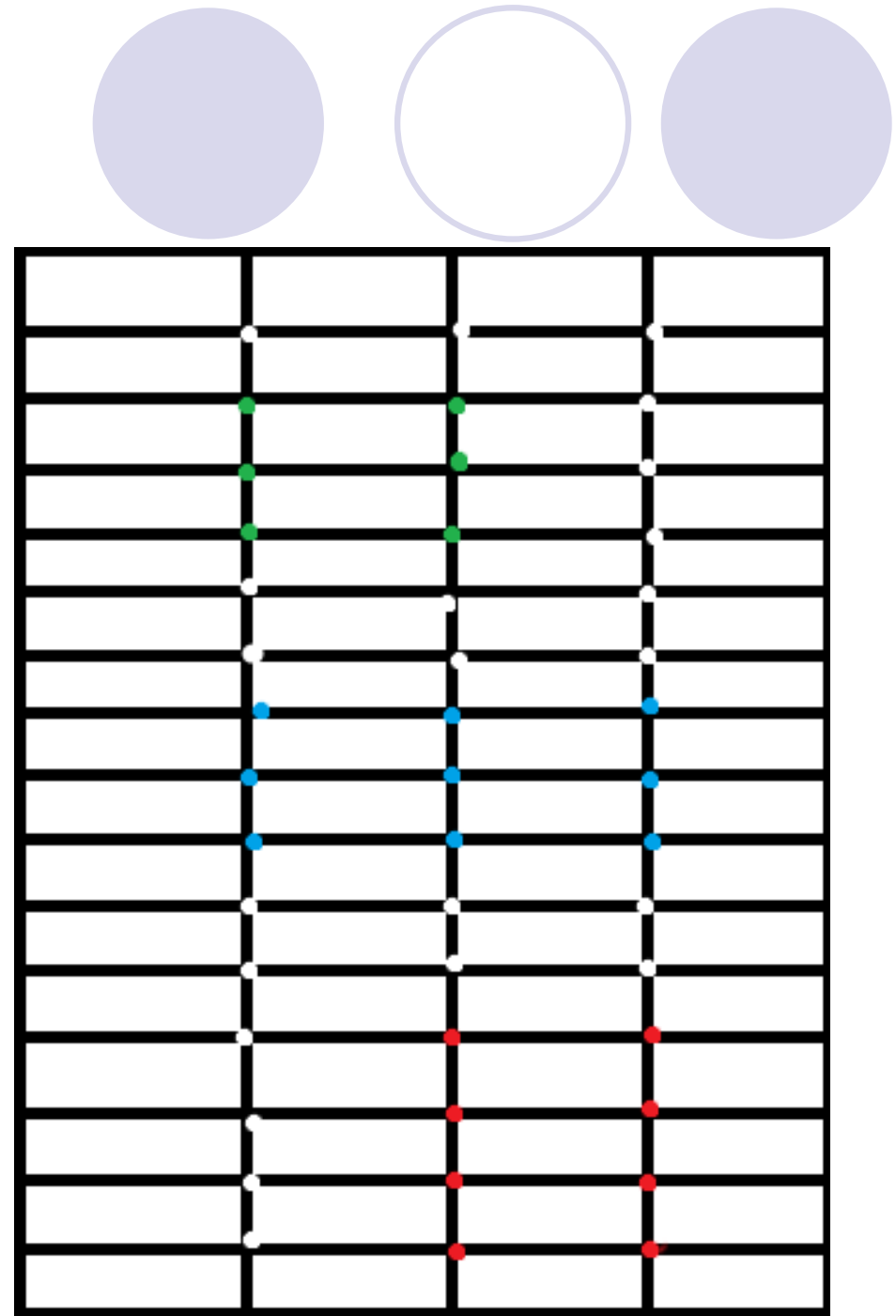


- 2<sup>nd</sup> step: each object has a unique color

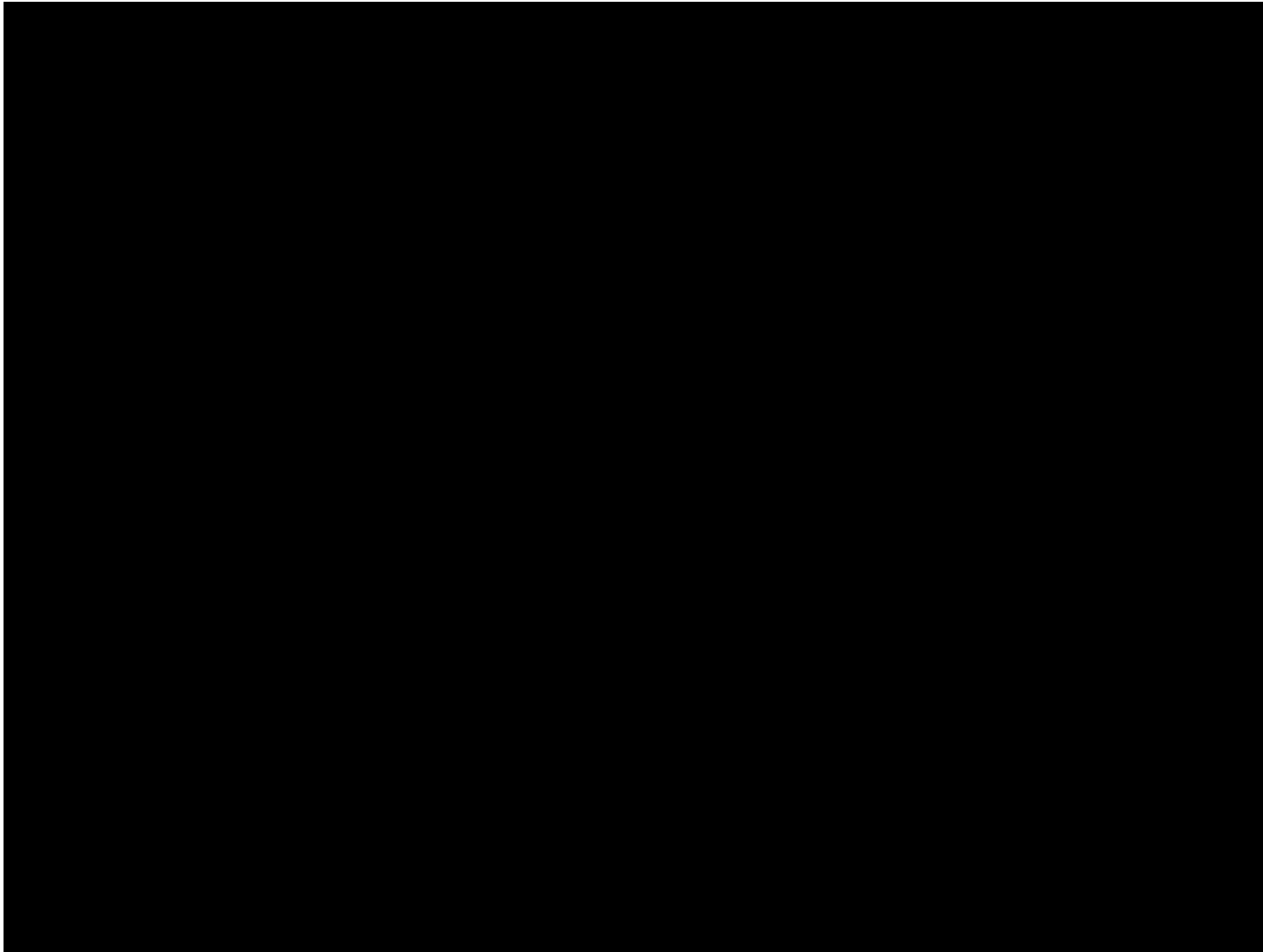
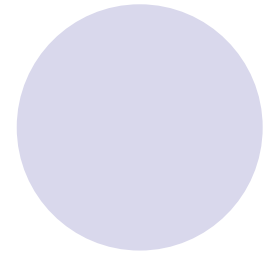
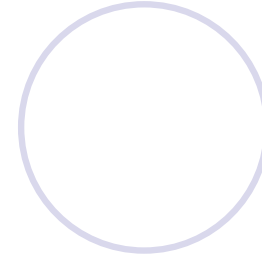
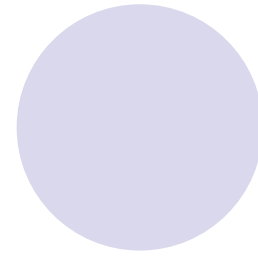
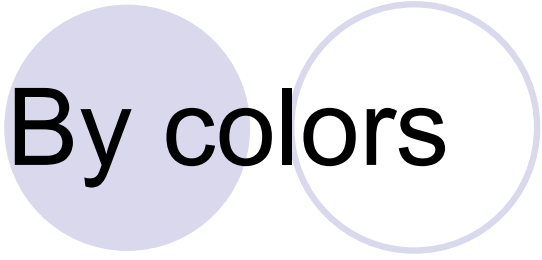


## 2. By colors

- Divide the map (as precise as one wants)
- Save in each “intersection” the color using arrays
- when neighbors are different, increase the counter



## 2. By colors





## Other goals:

- Parse the objects on the playground (as simple rectangles instead of following the line, because we didn't know position & when to stop);
- Try to determine their shape (squares, triangles, circles).