



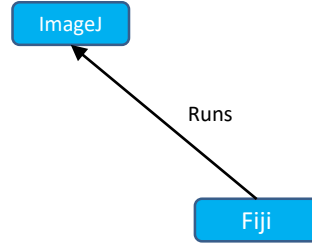
# Fiji Workshop

BIO-410



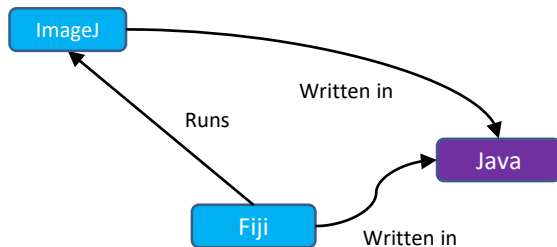


- Fiji is just ImageJ



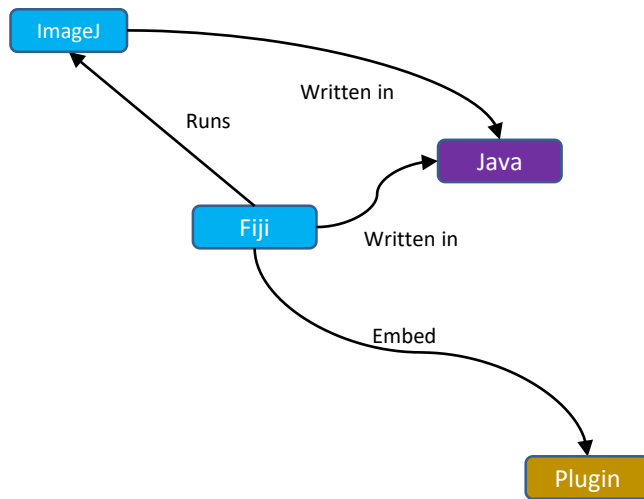


- Fiji is just ImageJ
- Written in Java



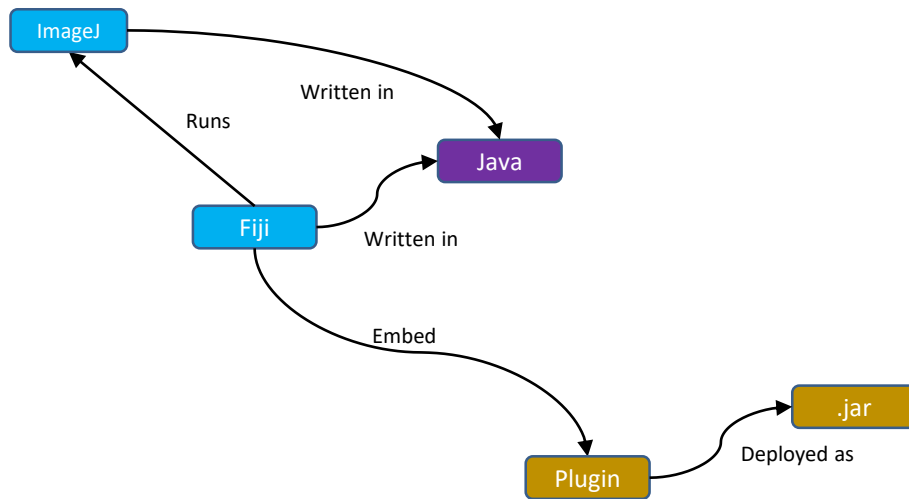


- Fiji is just ImageJ
- Written in Java
- With many plugins embedded



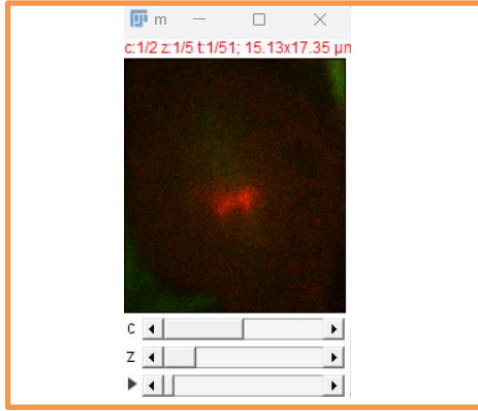


- Fiji is just ImageJ
- Written in Java
- With many plugins embedded
- .jar = zip (Java archive)

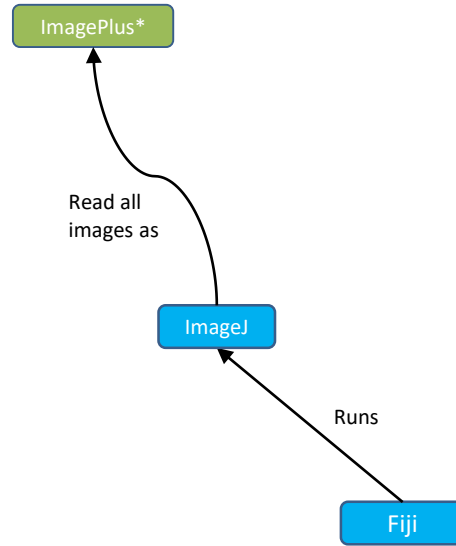


# Main Fiji Objects

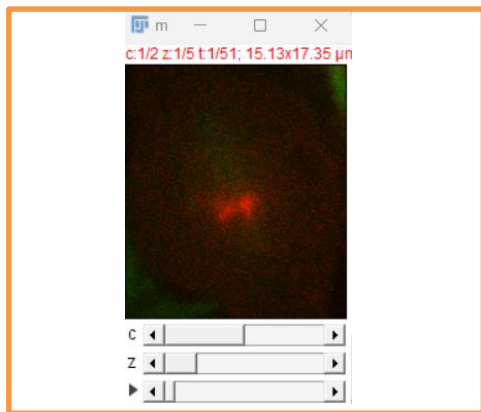
ImagePlus



ImagePlus object







Multidimensional  
5D/4D/3D/2D

Can be

ImagePlus\*

Read all  
images as

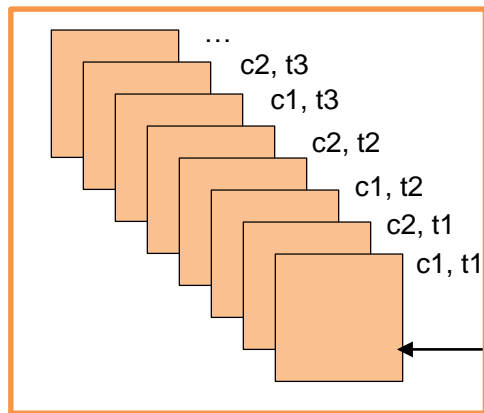
ImageJ

Runs

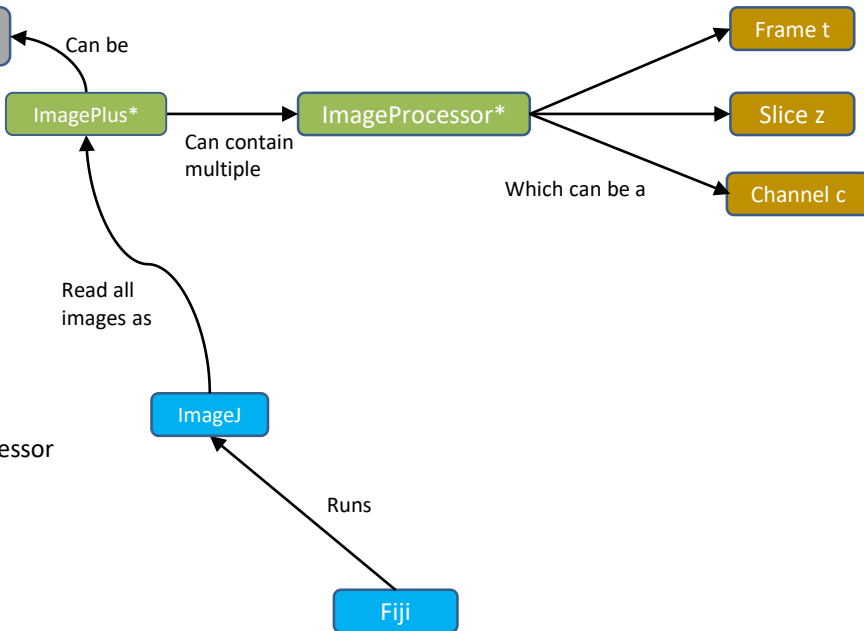
Fiji

ImagePlus object

- High-level objects to encapsulate all images

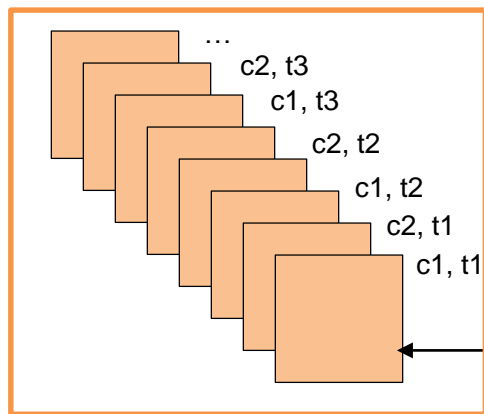


Multidimensional  
5D/4D/3D/2D



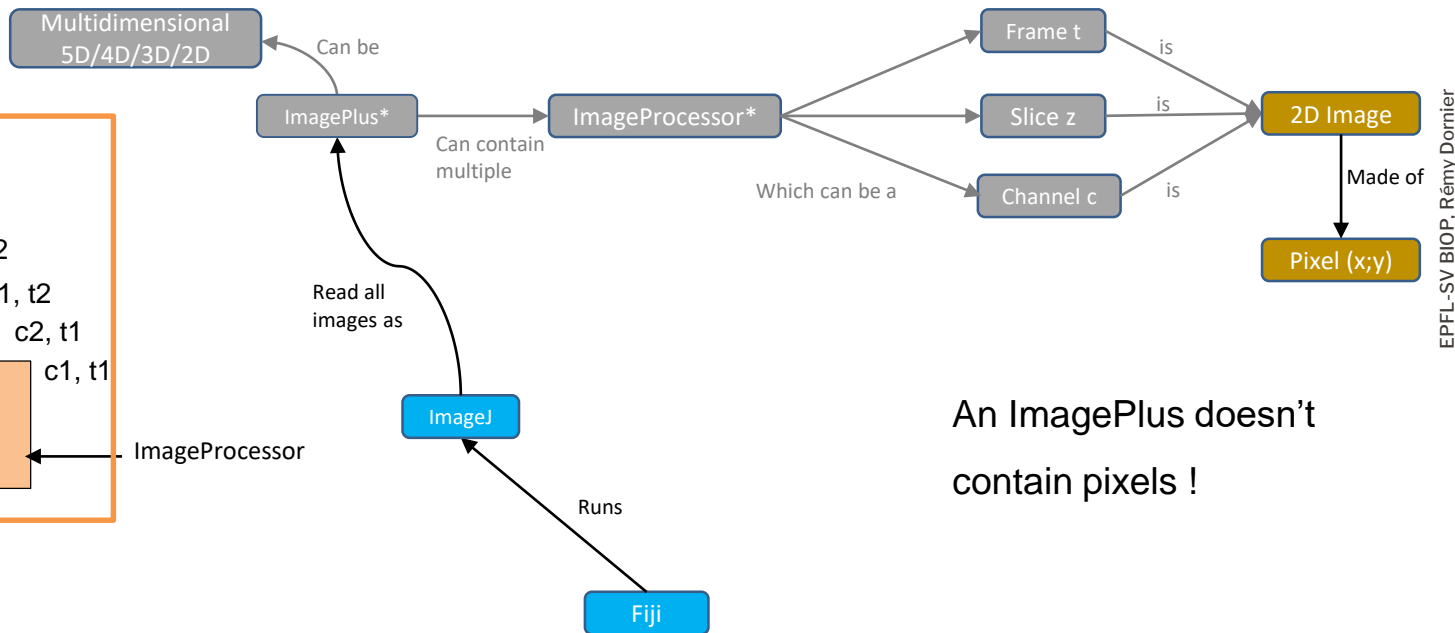
### ImagePlus object

- High-level objects to encapsulate all images
- Contains multiple images in a certain order (c, z, t)

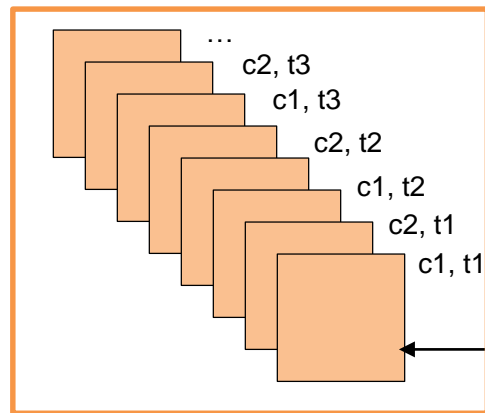


### ImagePlus object

- High-level objects to encapsulate all images
- Contains multiple images in a certain order (c, z, t)



An ImagePlus doesn't contain pixels !



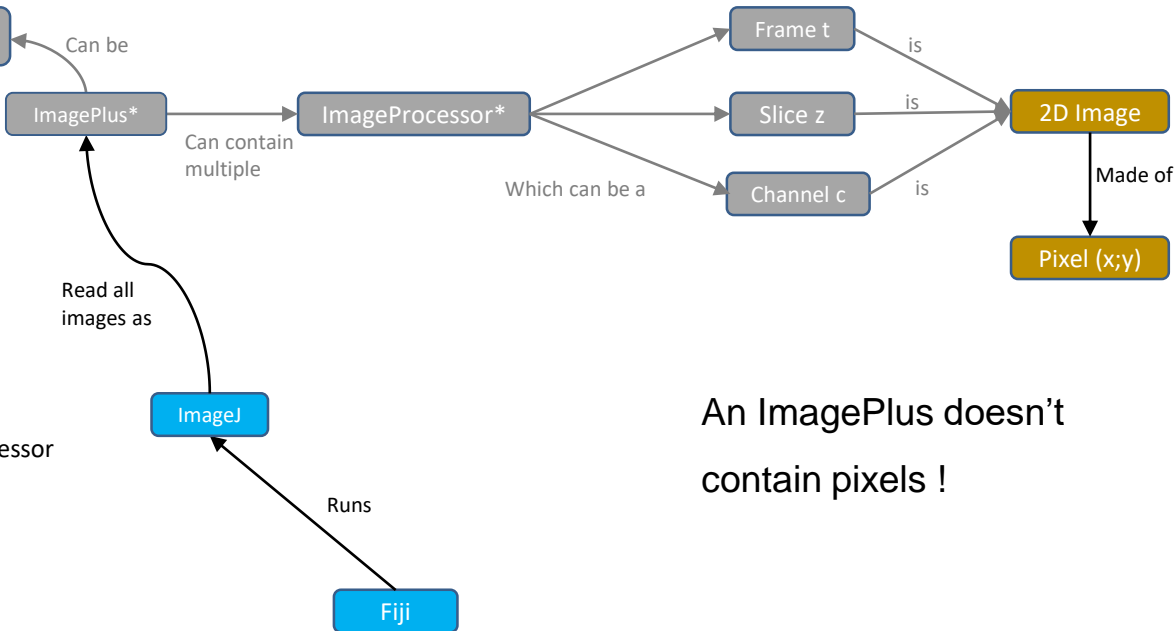
### ImagePlus object

- High-level objects to encapsulate all images
- Contains multiple images in a certain order (c, z, t)



XY: Zero-based index origin  
CZT: **One**-based index origin

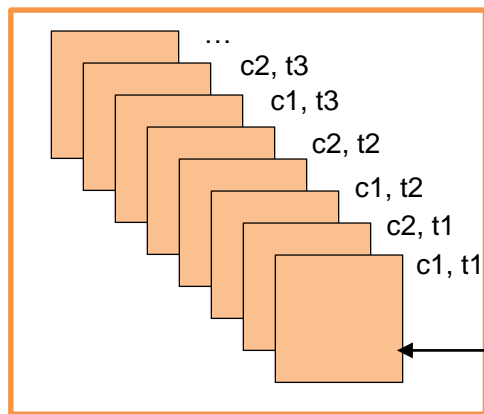
Multidimensional  
5D/4D/3D/2D



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contain pixels !

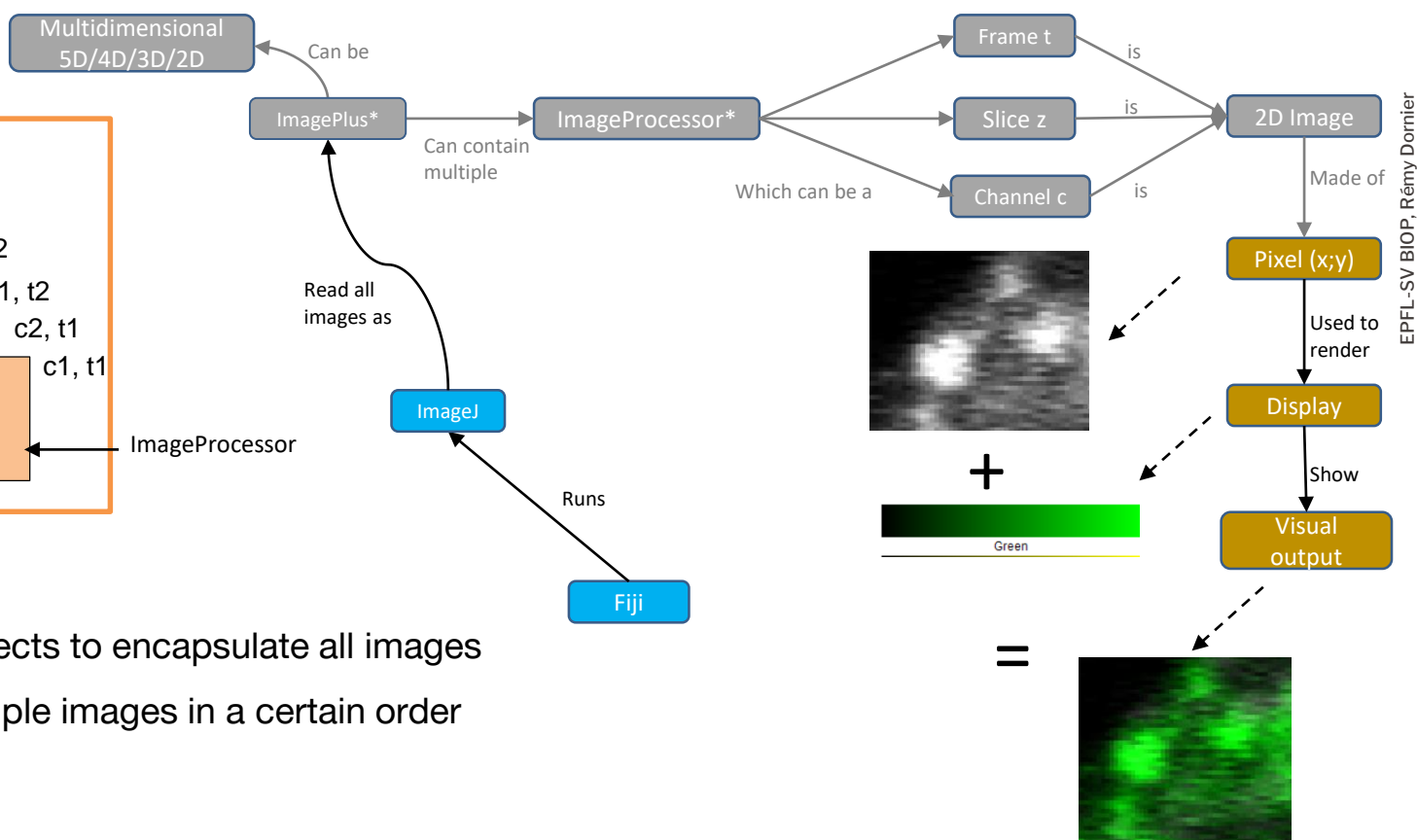


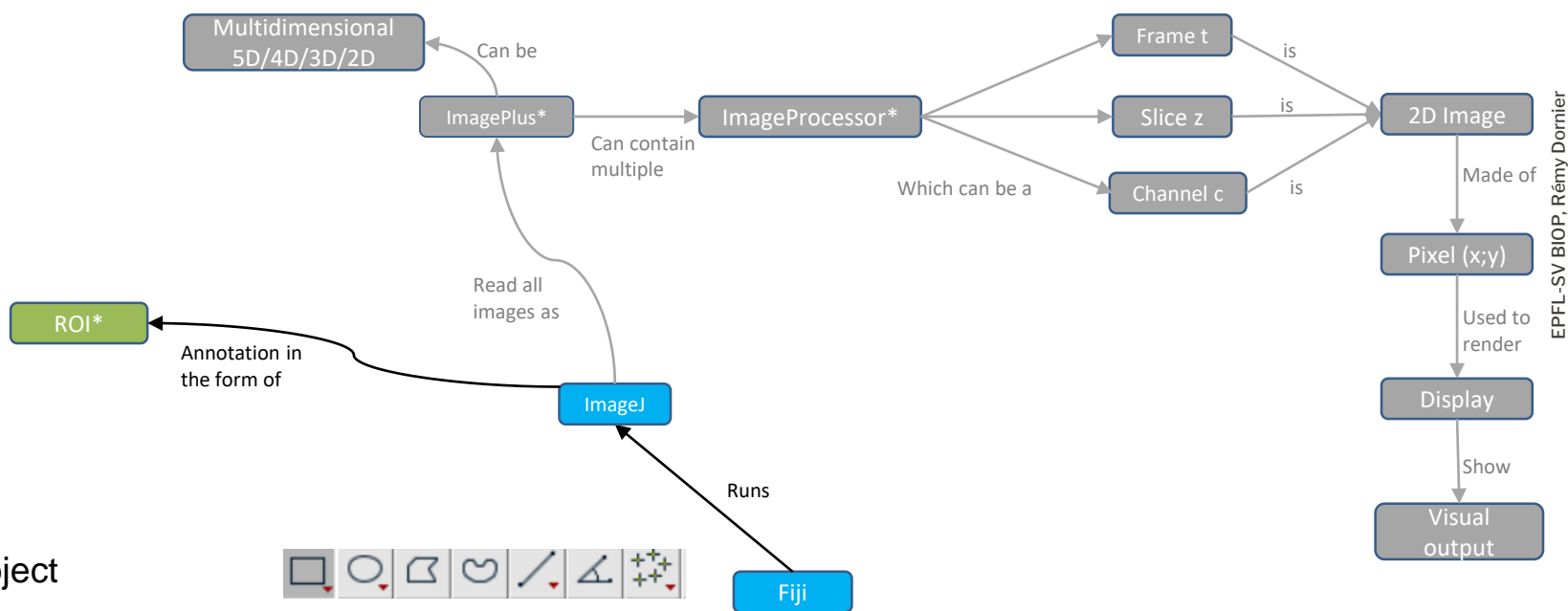
- High-level objects to encapsulate all images
- Contains multiple images in a certain order  
(c, z, t)



### ImagePlus object

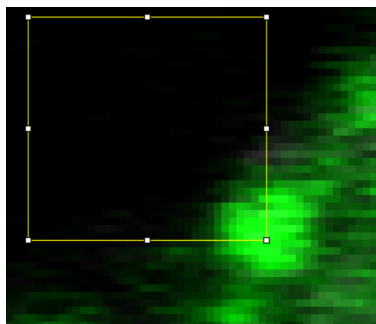
- High-level objects to encapsulate all images
- Contains multiple images in a certain order (c, z, t)

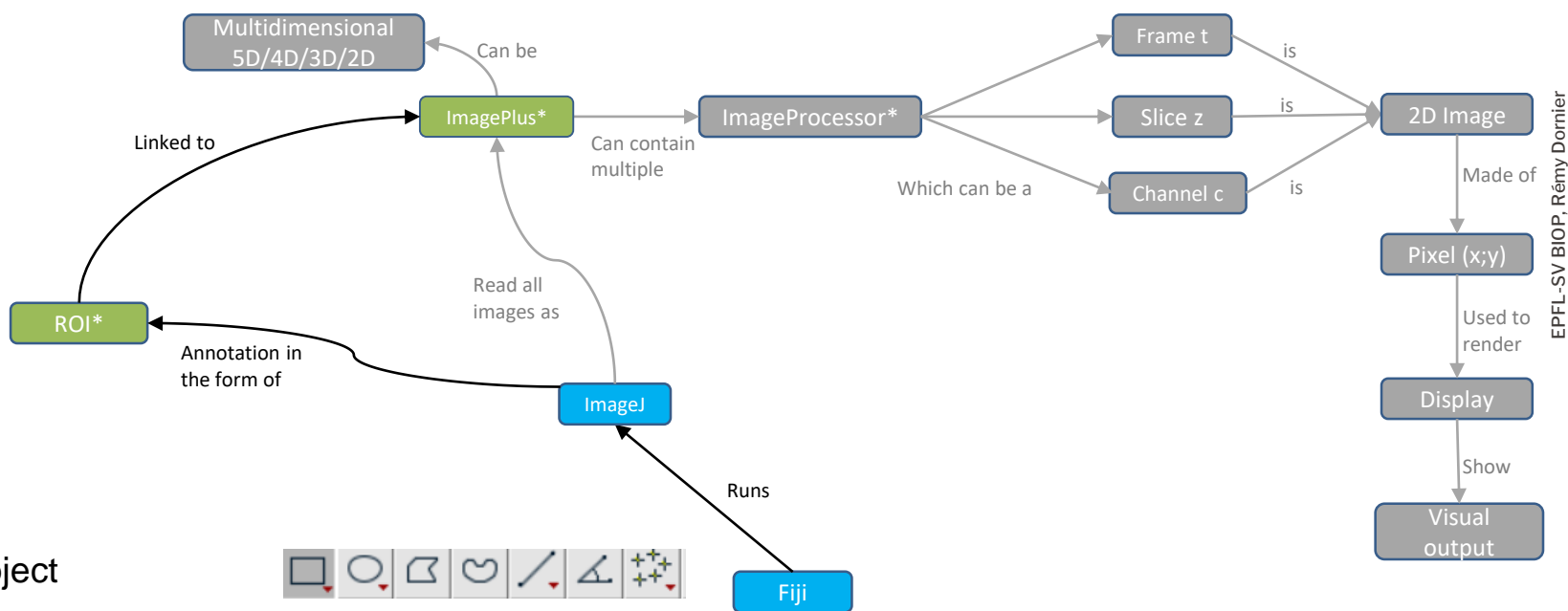




ROI object

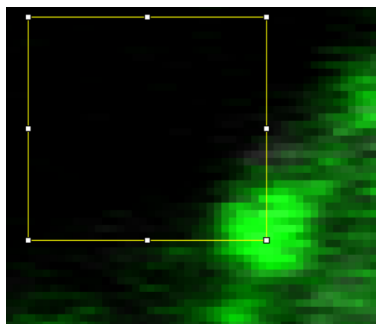
- Drawing annotation



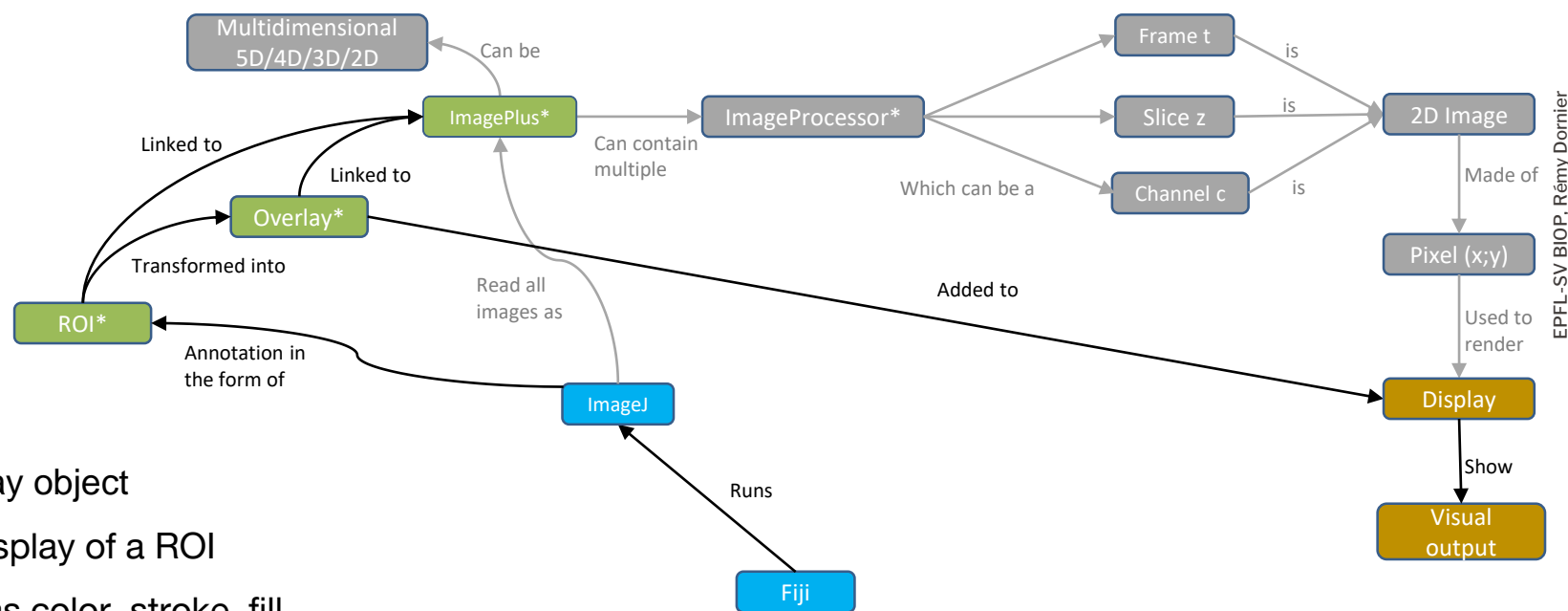


ROI object

- Drawing annotation

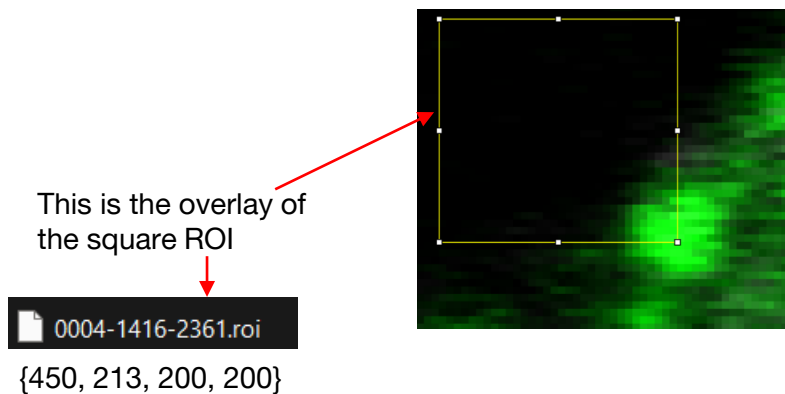


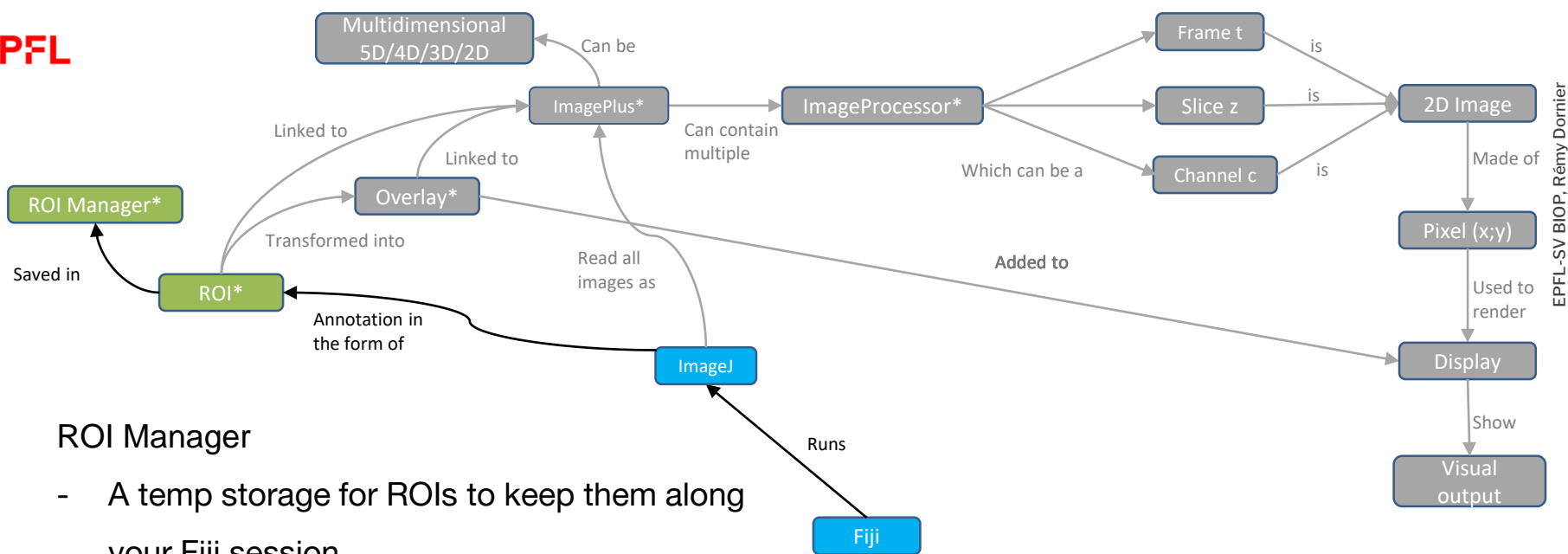




## Overlay object

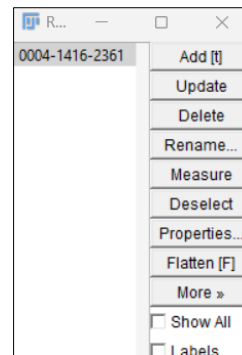
- Display of a ROI
- Has color, stroke, fill...

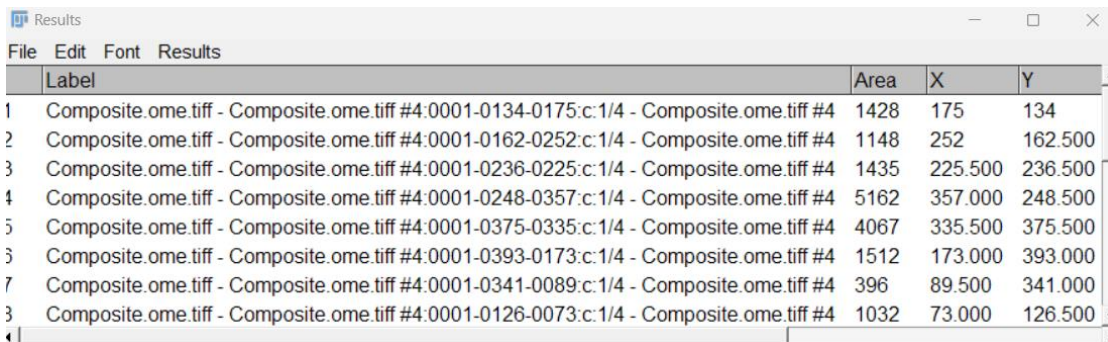


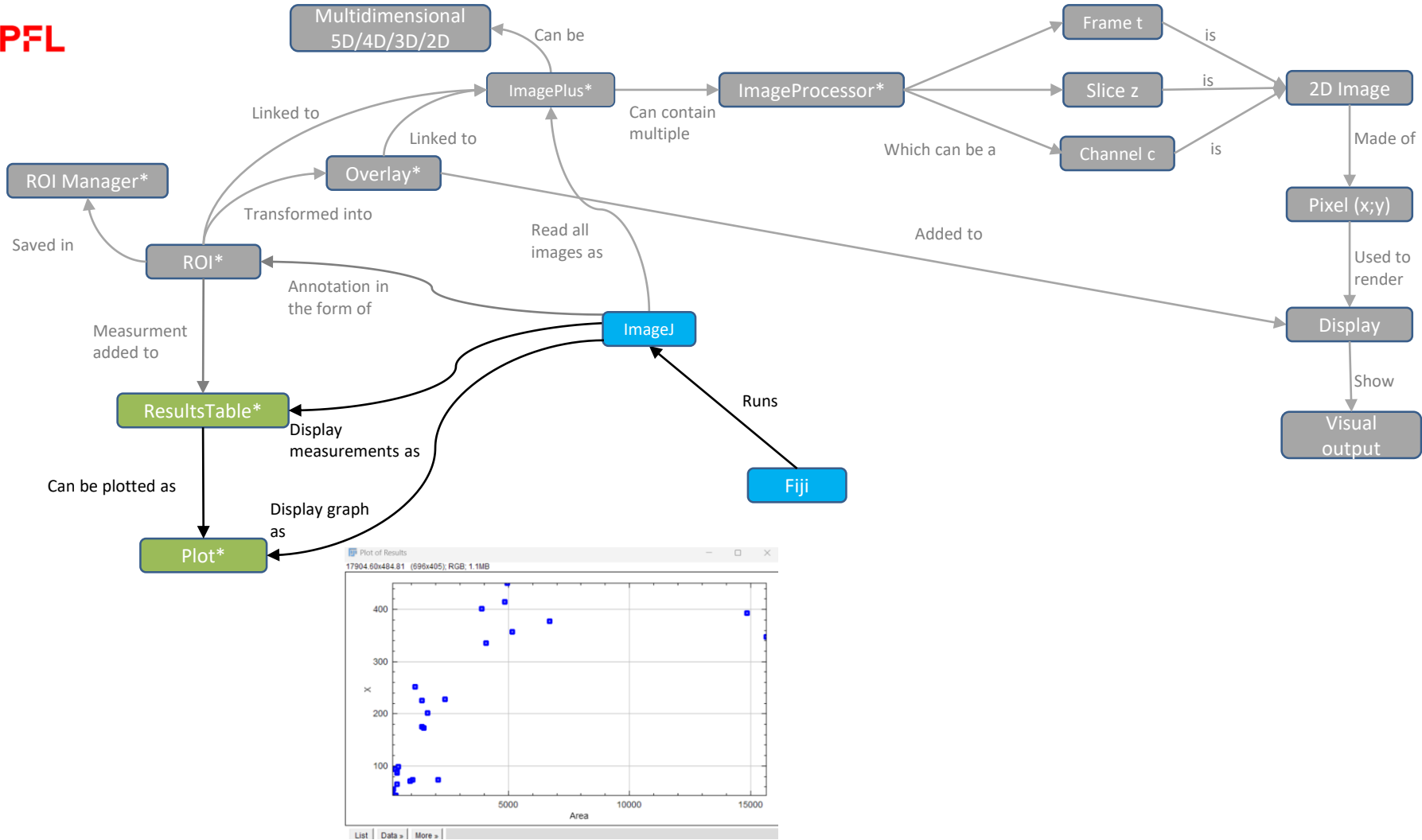


## ROI Manager

- A temp storage for ROIs to keep them along your Fiji session
- GUI to update shapes and their overlay
- To add any ROI to it, press 't' on keyboard



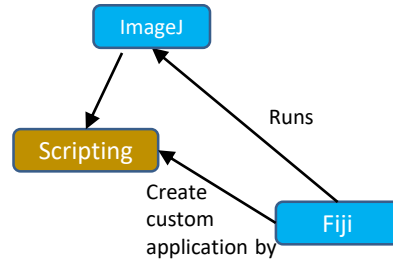




# Scripting in Fiji

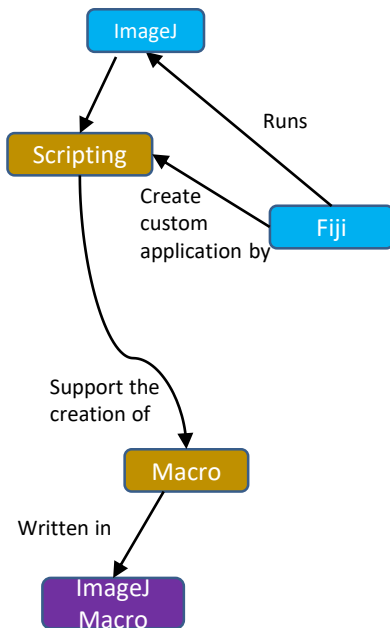
## Script

- programmatic way to do things automatically



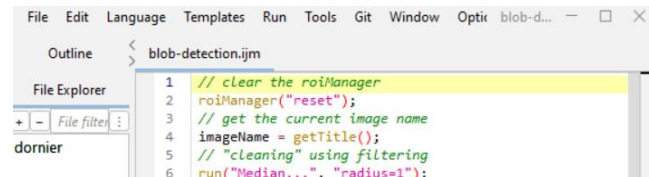
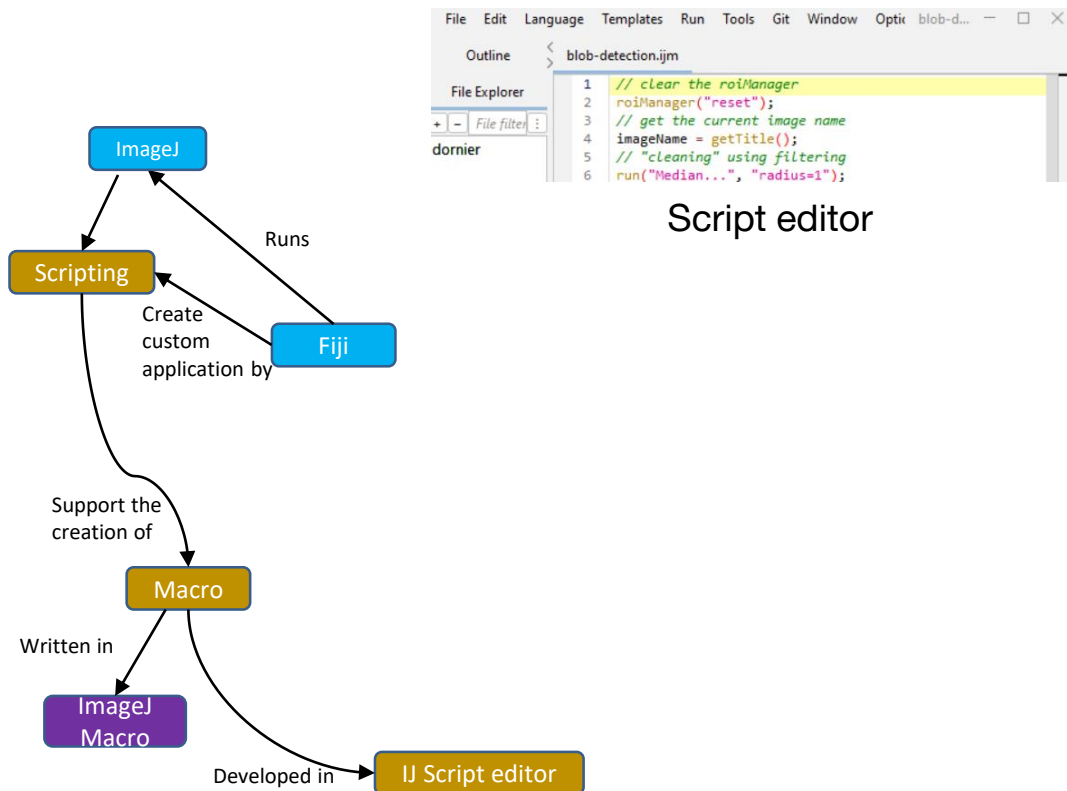
## Script

- programmatic way to do things automatically
  - Using macros -> simple code to automate daily routines



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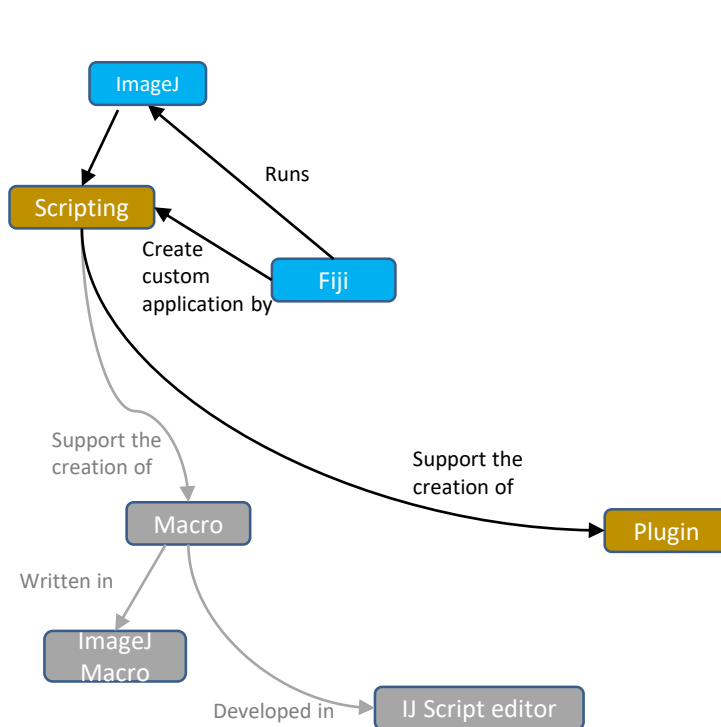


Script editor



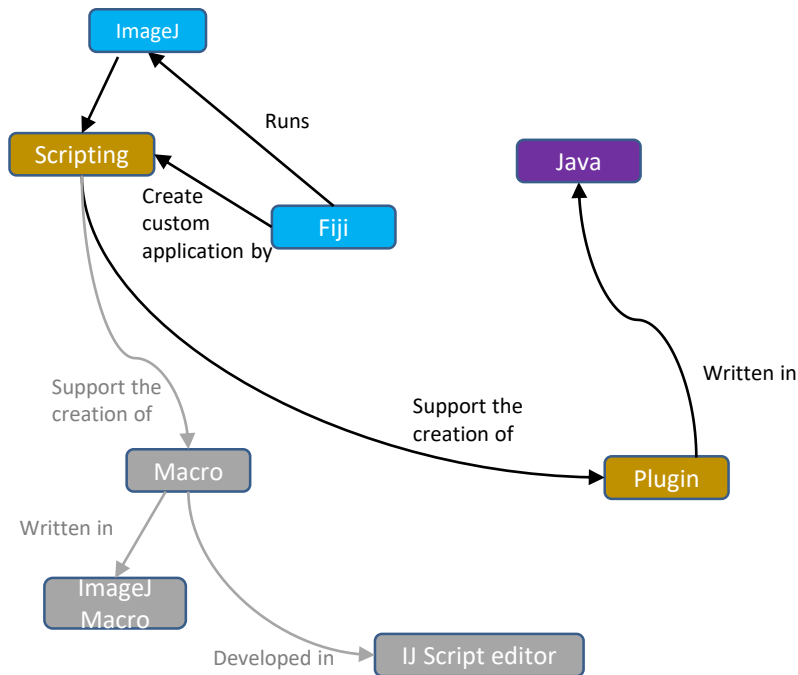
## Script

- programmatic way to do things automatically
  - Using macros-> simple code to automate daily routines
  - Using plugins -> much heavier code for more complex problems



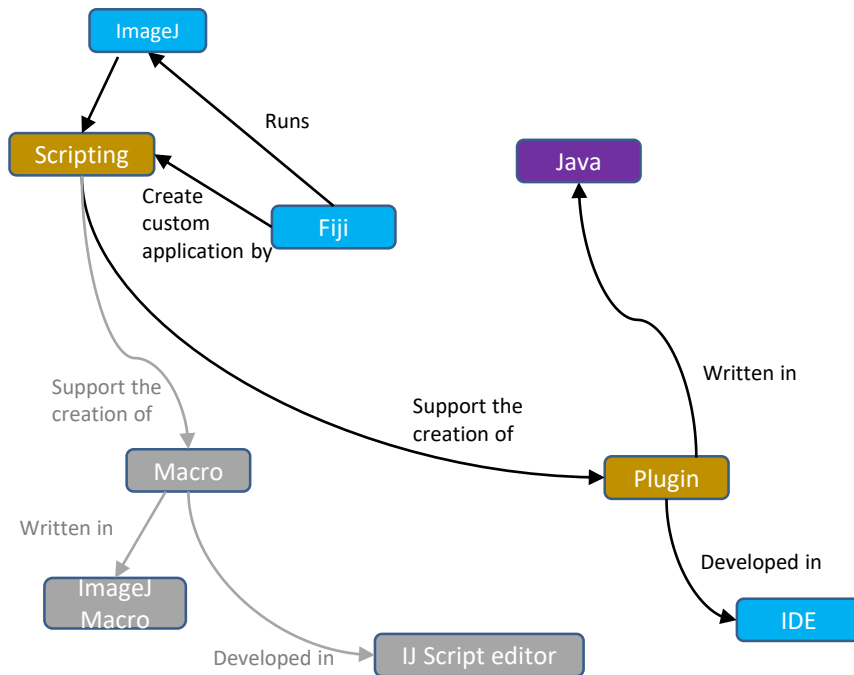
## Script

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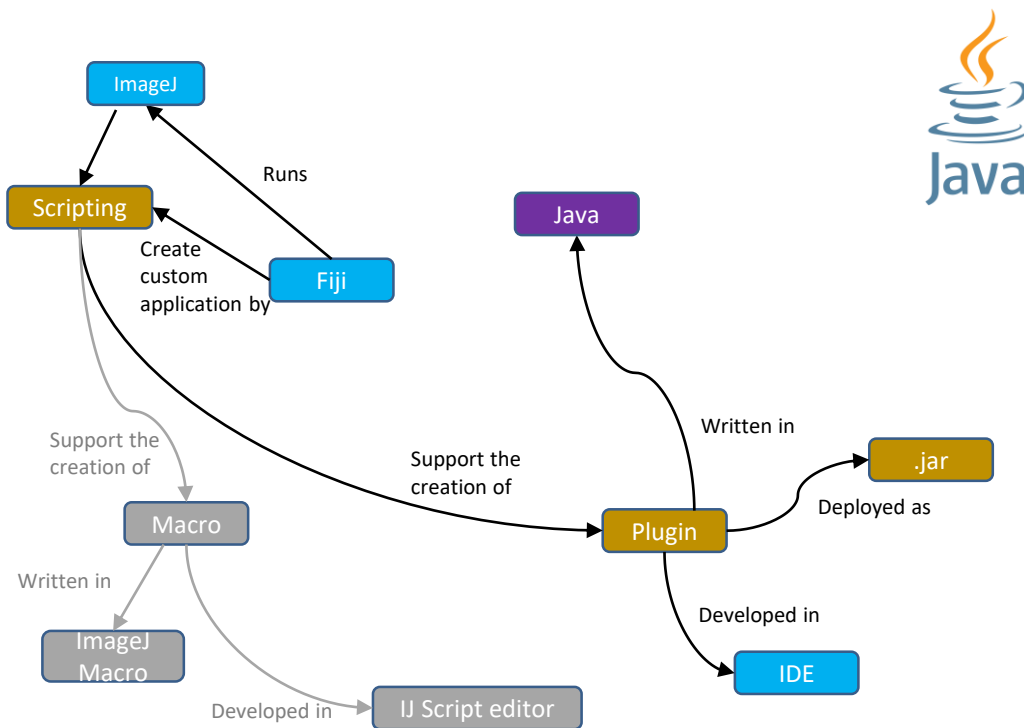
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ROI Manager\*

ROI\*

ResultsTable\*

Plot\*

Overlay\*

ImagePlus\*

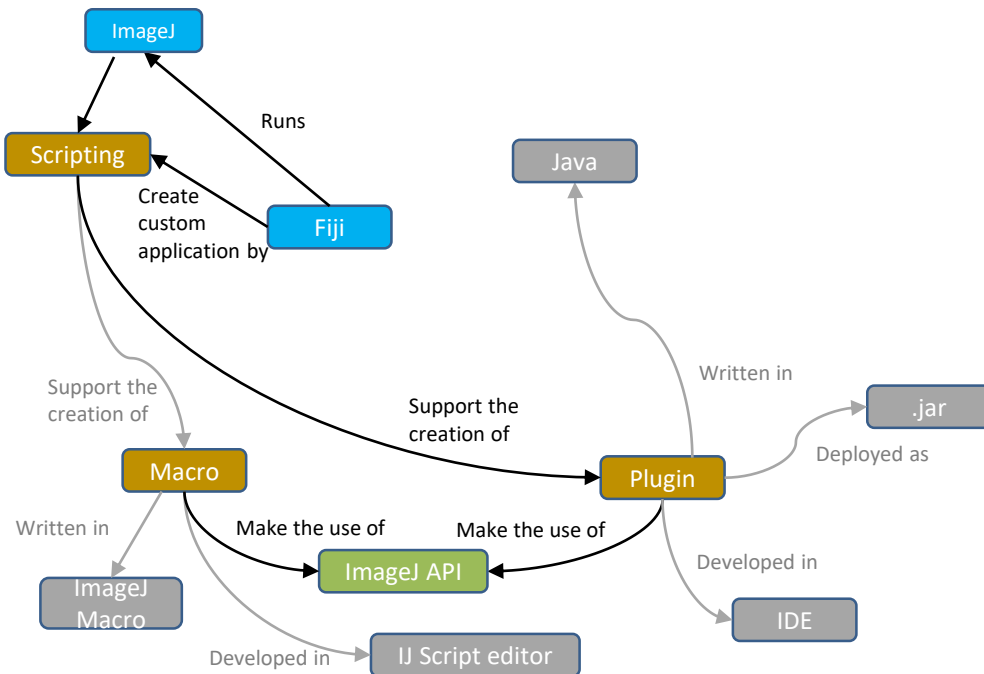
ImageProcessor\*

...

MODULE	PACKAGE	CLASS	USE	TREE	DEPRECATED	INDEX	HELP
ALL CLASSES							
MODULE: DESCRIPTION   MODULES   PACKAGES   SERVICES							
<b>Module ij</b>							
<b>Packages</b>							
<b>Exports</b>							
Package							
ij							
ij.gui							
ij.io							
ij.plugin							

## Fiji API

- Application programming interface = methods and objects to communicate with the software AND a programming language
- Java <https://imagej.net/ij/developer/api/ij/module-summary.html>
- Macro : <https://imagej.net/ij/developer/macro/functions.html>



ROI Manager\*

ROI\*

ResultsTable\*

Plot\*

Overlay\*

ImagePlus\*

ImageProcessor\*

...

## Fiji API

Class *ImagePlus*

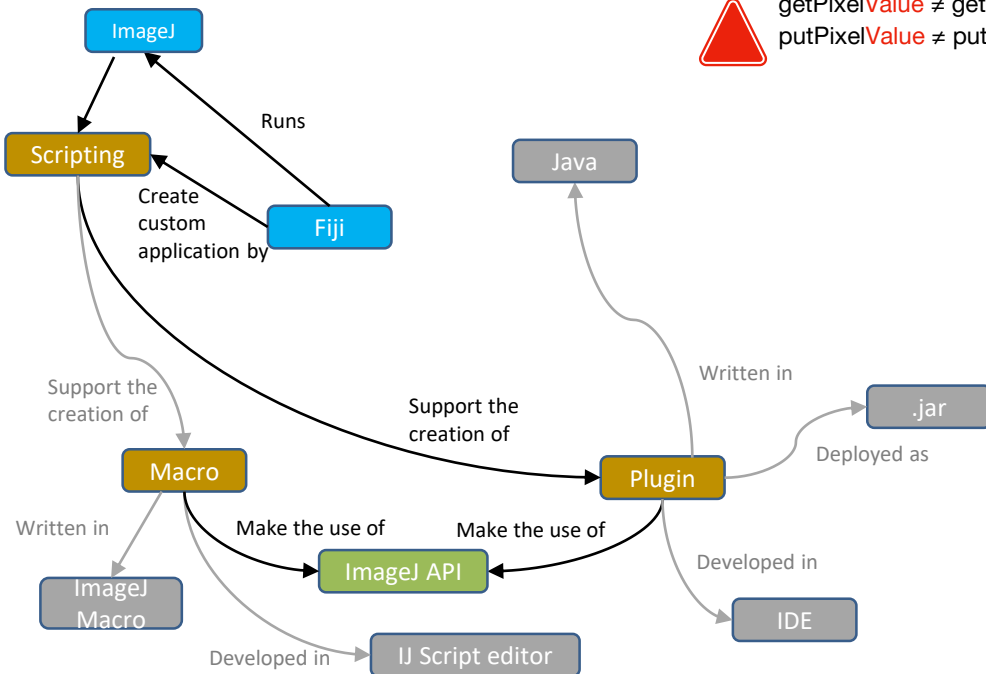
```
ImagePlus imp = IJ.getImage();
imp.show();
```

Class *ImageProcessor* (2D data pixels)

```
imp.setPosition(c, z, t);
ImageProcessor ip = imp.getProcessor();
double d = ip.getPixelValue(10, 2);
ip.putPixelValue(10, 2, d*2);
```

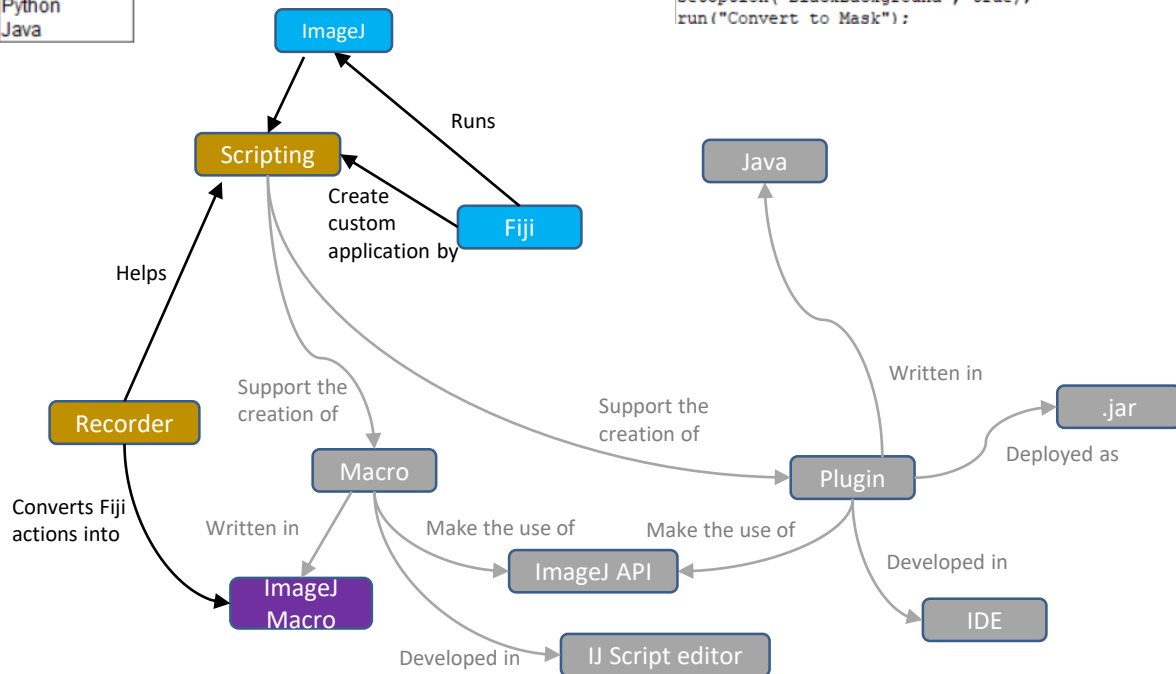
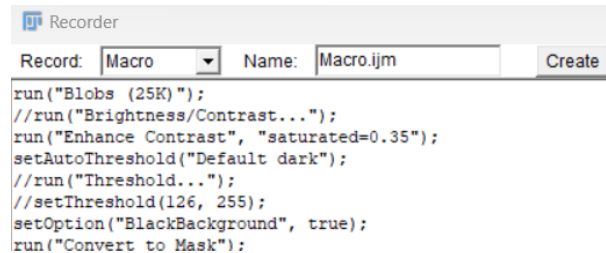
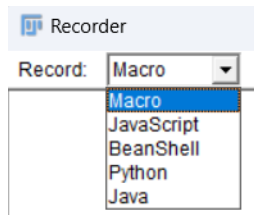


getPixelValue ≠ getPixel  
putPixelValue ≠ putPixel



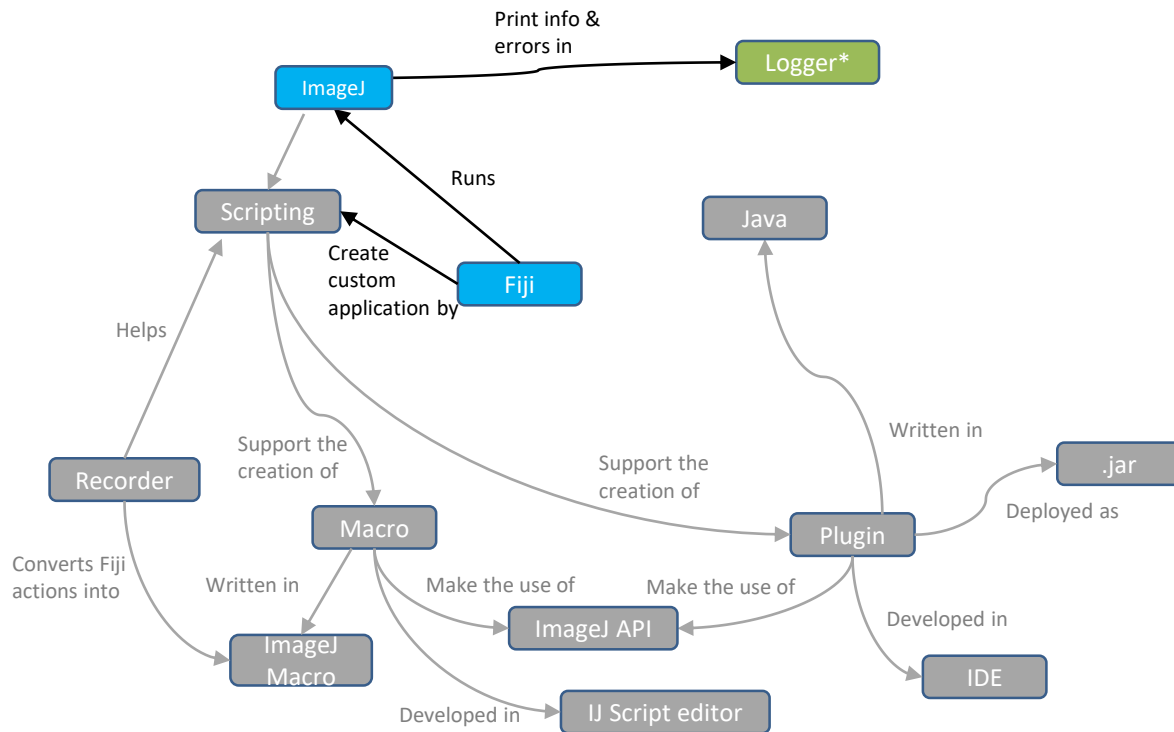
## Fiji API – Helping you programming

## - Macro recorder



## Fiji API – Helping you programming

- Macro recorder
- Logger, to print outputs and help debugging





## Fiji API – Catch user inputs

- Use GUI (Graphical User Interface)
- 2 implementations

