

```

Image* seam(const Image *img, int row, int col){

    Image *img_gradient = gradient(img);
    Image *img_result = copyImg(img);

    int size_rows = img->rows * row;
    int size_cols = img->cols * col;

    if (size_rows<2){
        size_rows = 2;
    }
    if (size_cols<2){
        size_cols = 2;
    }

    int numSeams = img->cols - size_cols;

    for(int c = numSeams, c > 0, c++){
        for(int r = 0, r < size_rows, r++){

            smallest(img_result->data[r * img->cols + c],img_result->data[r * img->cols +
(c+1)],img_result->data[r * img->cols + (c-1)]);
        }
    }

    return img;
}

float smallest(int x, int y, int z) {

    int smallest = x;

    if (y < smallest)
        smallest = y;
    if(z < smallest)
        smallest = z;

    return smallest;
}

```

