#pragma once

#include <opencv2\core\core.hpp>

#include <opencv2\highgui\highgui.hpp>

#include <opencv2\imgproc\imgproc.hpp>

using namespace cv;

using namespace std;

class loc\_detect

{

typedef struct {

float x1;

float x2;

float y1;

float y2;

}BOX\_X1X2Y1Y2;

public:

loc\_detect();

~loc\_detect();

void loc\_detect::image\_cut\_process(Mat img, Mat & out\_img);

loc\_detect::BOX\_X1X2Y1Y2 loc\_detect::resive\_save\_image(BOX\_X1X2Y1Y2 box, int width, int height);

Mat loc\_detect::resize\_out\_image(Mat img, BOX\_X1X2Y1Y2 box);

public:

int fit\_w = 280;

int fit\_h = 32;

};