

PROJECT CODE

#(app.py)

```
from flask import Flask, render_template, request, redirect,  
url_for, flash, session
```

```
from flask_sqlalchemy import SQLAlchemy
```

```
from werkzeug.security import generate_password_hash,  
check_password_hash
```

```
import os
```

```
app = Flask(__name__)
```

```
app.secret_key = 'your_secret_key'
```

```
app.config['SQLALCHEMY_DATABASE_URI'] =  
'sqlite:///users.db'
```

```
app.config['SQLALCHEMY_TRACK_MODIFICATIONS']  
= False
```

```
db = SQLAlchemy(app)
```

```
class User(db.Model):
```

```
    id = db.Column(db.Integer, primary_key=True)
```

```
    username = db.Column(db.String(150), unique=True,  
nullable=False)
```

```
password = db.Column(db.String(150), nullable=False)
```

```
@app.route('/')
```

```
def home():
```

```
    return render_template('home.html')
```

```
@app.route('/register', methods=['GET', 'POST'])
```

```
def register():
```

```
    if request.method == 'POST':
```

```
        username = request.form['username']
```

```
        password = request.form['password']
```

```
        if User.query.filter_by(username=username).first():
```

```
            flash('Username already exists.', 'danger')
```

```
            return redirect(url_for('register'))
```

```
        hashed_password = generate_password_hash(password,  
method='pbkdf2:sha256')
```

```
        new_user = User(username=username,  
password=hashed_password)
```

```
        db.session.add(new_user)
```

```
db.session.commit()
```

```
flash('Registered successfully! Please login.', 'success')
```

```
return redirect(url_for('login'))
```

```
return render_template('register.html')
```

```
@app.route('/login', methods=['GET', 'POST'])
```

```
def login():
```

```
    if request.method == 'POST':
```

```
        username = request.form['username']
```

```
        password = request.form['password']
```

```
        user = User.query.filter_by(username=username).first()
```

```
        if user and check_password_hash(user.password,  
password):
```

```
            session['user_id'] = user.id
```

```
            flash('Login successful!', 'success')
```

```
            return redirect(url_for('dashboard'))
```

```
    else:
```

```
        flash('Invalid credentials. Please try again.', 'danger')
```

```
return render_template('login.html')
```

```
@app.route('/dashboard')
```

```
def dashboard():
```

```
    if 'user_id' not in session:
```

```
        flash('Please login first.', 'warning')
```

```
        return redirect(url_for('login'))
```

```
    return render_template('dashboard.html')
```

```
@app.route('/run_final')
```

```
def run_final():
```

```
    if 'user_id' not in session:
```

```
        flash('Please login first.', 'warning')
```

```
        return redirect(url_for('login'))
```

```
    os.system('python final.py')
```

```
    flash('final.py executed successfully.', 'success')
```

```
    return redirect(url_for('dashboard'))
```

```
@app.route('/run_main')
```

```
def run_main():
    if 'user_id' not in session:
        flash('Please login first.', 'warning')
        return redirect(url_for('login'))

    os.system('python main.py')
    flash('main.py executed successfully.', 'success')
    return redirect(url_for('dashboard'))

@app.route('/logout')
def logout():
    session.pop('user_id', None)
    flash('Logged out successfully.', 'success')
    return redirect(url_for('home'))

if __name__ == '__main__':
    with app.app_context():
        db.create_all()
    app.run(debug=True)
```

```
#(main.py)
```

```
import numpy as np
```

```
import cv2
```

```
import PySimpleGUI as sg
```

```
import os.path
```

```
version = '7 June 2020'
```

```
prototxt = r'model/colorization_deploy_v2.prototxt'
```

```
model = r'model/colorization_release_v2.caffemodel'
```

```
points = r'model/pts_in_hull.npy'
```

```
points = os.path.join(os.path.dirname(__file__), points)
```

```
prototxt = os.path.join(os.path.dirname(__file__), prototxt)
```

```
model = os.path.join(os.path.dirname(__file__), model)
```

```
if not os.path.isfile(model):
```

```
    sg.popup_scrolled('Missing model file', 'You are missing  
the file "colorization_release_v2.caffemodel",
```

```
        'Download it and place into your "model"  
folder', 'You can download this file from this location:\n',  
r'https://www.dropbox.com/s/dx0qvhhp5hbcx7z/colorization_  
release_v2.caffemodel?dl=1')
```

```
    exit()
```

```
net = cv2.dnn.readNetFromCaffe(prototxt, model)    # load
model from disk
```

```
pts = np.load(points)
```

```
# add the cluster centers as 1x1 convolutions to the model
```

```
class8 = net.getLayerId("class8_ab")
```

```
conv8 = net.getLayerId("conv8_313_rh")
```

```
pts = pts.transpose().reshape(2, 313, 1, 1)
```

```
net.getLayer(class8).blobs = [pts.astype("float32")]
```

```
net.getLayer(conv8).blobs = [np.full([1, 313], 2.606,
dtype="float32")]
```

```
def colorize_image(image_filename=None,
cv2_frame=None):
```

```
    """
```

Where all the magic happens. Colorizes the image provided. Can colorize either

a filename OR a cv2 frame (read from a web cam most likely)

:param image_filename: (str) full filename to colorize

:param cv2_frame: (cv2 frame)

:return: Tuple[cv2 frame, cv2 frame] both non-colored and colored images in cv2 format as a tuple

"""

load the input image from disk, scale the pixel intensities to the range [0, 1], and then convert the image from the BGR to Lab color space

```
image = cv2.imread(image_filename) if image_filename
else cv2_frame
```

```
scaled = image.astype("float32") / 255.0
```

```
lab = cv2.cvtColor(scaled, cv2.COLOR_BGR2LAB)
```

resize the Lab image to 224x224 (the dimensions the colorization network accepts), split channels, extract the 'L' channel, and then perform mean centering

```
resized = cv2.resize(lab, (224, 224))
```

```
L = cv2.split(resized)[0]
```

```
L -= 50
```

pass the L channel through the network which will
predict the 'a' and 'b' channel values

```
'print("[INFO] colorizing image...")'
```

```
net.setInput(cv2.dnn.blobFromImage(L))
```

```
ab = net.forward()[0, :, :, :].transpose((1, 2, 0))
```



```
# resize the predicted 'ab' volume to the same dimensions as  
our input image
```

```
ab = cv2.resize(ab, (image.shape[1], image.shape[0]))
```

```
# grab the 'L' channel from the *original* input image (not  
the resized one) and concatenate the original 'L' channel with  
the predicted 'ab' channels
```

```
L = cv2.split(lab)[0]
```

```
colorized = np.concatenate((L[:, :, np.newaxis], ab), axis=2)
```

```
# convert the output image from the Lab color space to  
RGB, then clip any values that fall outside the range [0, 1]
```

```
colorized = cv2.cvtColor(colorized,  
cv2.COLOR_LAB2BGR)
```

```
colorized = np.clip(colorized, 0, 1)
```

```
# the current colorized image is represented as a floating  
point data type in the range [0, 1] -- let's convert to an  
unsigned 8-bit integer representation in the range [0, 255]
```

```
colorized = (255 * colorized).astype("uint8")
```

```
return image, colorized
```

```
def convert_to_grayscale(frame):
```

```
    gray = cv2.cvtColor(frame, cv2.COLOR_BGR2GRAY) #  
Convert webcam frame to grayscale
```

```
    gray_3_channels = np.zeros_like(frame) # Convert  
grayscale frame (single channel) to 3 channels
```

```
    gray_3_channels[:, :, 0] = gray
```

```
    gray_3_channels[:, :, 1] = gray
```

```
    gray_3_channels[:, :, 2] = gray
```

```
    return gray_3_channels
```

```
# ----- The GUI -----  
-----
```

```
# First the window layout...2 columns
```

```
left_col = [[sg.Text('Folder'), sg.In(size=(25,1),  
enable_events=True ,key='-FOLDER-'), sg.FolderBrowse()],
```

```
            [sg.Listbox(values=[], enable_events=True,  
size=(40,20),key='-FILE LIST-')],
```

```
            [sg.CBox('Convert to gray first',key='-MAKEGRAY-  
' )],
```

```
            [sg.Text('Version ' + version, font='Courier 8')]]
```

```

images_col = [[sg.Text('Input file:'),
sg.In(enable_events=True, key='-IN FILE-'),
sg.FileBrowse()],

               [sg.Button('Colorize Photo', key='-PHOTO-'),
sg.Button('Start Webcam', key='-WEBCAM-'),
sg.Button('Save File', key='-SAVE-'), sg.Button('Exit')],

               [sg.Image(filename="", key='-IN-'),
sg.Image(filename="", key='-OUT-')],]

# ----- Full layout -----

layout = [[sg.Column(left_col), sg.VSeperator(),
sg.Column(images_col)]]

# ----- Make the window -----

window = sg.Window('Photo Colorizer', layout,
grab_anywhere=True)

# ----- Run the Event Loop -----

prev_filename = colorized = cap = None

while True:

    event, values = window.read()

    if event in (None, 'Exit'):

        break

    if event == '-FOLDER-':      # Folder name was filled in,
make a list of files in the folder

```

```

folder = values['-FOLDER-']

img_types = (".png", ".jpg", "jpeg", ".tiff", ".bmp")

# get list of files in folder

try:
    flist0 = os.listdir(folder)
except:
    continue

fnames = [f for f in flist0 if os.path.isfile(
    os.path.join(folder, f)) and
f.lower().endswith(img_types)]

window['-FILE LIST-'].update(fnames)

elif event == '-FILE LIST-': # A file was chosen from the
listbox

    try:
        filename = os.path.join(values['-FOLDER-'], values['-
FILE LIST-'][0])

        image = cv2.imread(filename)

        window['-IN-'].update(data=cv2.imencode('.png',
image)[1].tobytes())

        window['-OUT-'].update(data="")

        window['-IN FILE-'].update("")

    if values['-MAKEGRAY-']:

```

```

        gray_3_channels = convert_to_grayscale(image)
        window['-IN-'].update(data=cv2.imencode('.png',
gray_3_channels)[1].tobytes())

        image, colored =
colorize_image(cv2_frame=gray_3_channels)
    else:

        image, colored = colorize_image(filename)

        window['-OUT-'].update(data=cv2.imencode('.png',
colored)[1].tobytes())
    except:

        continue

    elif event == '-PHOTO-':      # Colorize photo button
clicked
        try:
            if values['-IN FILE-']:
                filename = values['-IN FILE-']

            elif values['-FILE LIST-']:
                filename = os.path.join(values['-FOLDER-'],
values['-FILE LIST-'][0])
            else:

                continue

            if values['-MAKEGRAY-']:

```

```

        gray_3_channels =
convert_to_grayscale(cv2.imread(filename))

        window['-IN-'].update(data=cv2.imencode('.png',
gray_3_channels)[1].tobytes())

        image, colored =
colorize_image(cv2_frame=gray_3_channels)

    else:

        image, colored = colorize_image(filename)

        window['-IN-'].update(data=cv2.imencode('.png',
image)[1].tobytes())

        window['-OUT-'].update(data=cv2.imencode('.png',
colored)[1].tobytes())

    except:

        continue

    elif event == '-IN FILE-':    # A single filename was
chosen

        filename = values['-IN FILE-']

        if filename != prev_filename:

            prev_filename = filename

        try:

            image = cv2.imread(filename)

            window['-IN-'].update(data=cv2.imencode('.png',
image)[1].tobytes())

```

```

except:

    continue

elif event == '-WEBCAM-':    # Webcam button clicked

    sg.popup_quick_message('Starting up your Webcam...
this takes a moment....',
auto_close_duration=1, background_color='red',
text_color='white', font='Any 16')

    window['-WEBCAM-'].update('Stop Webcam',
button_color=('white','red'))

    cap = cv2.VideoCapture(0) if not cap else cap

    while True:                # Loop that reads and shows
webcam until stop button

        ret, frame = cap.read()    # Read a webcam frame

        gray_3_channels = convert_to_grayscale(frame)

        image, colored =
colorize_image(cv2_frame=gray_3_channels)    # Colorize
the 3-channel grayscale frame

        window['-IN-'].update(data=cv2.imencode('.png',
gray_3_channels)[1].tobytes())

        window['-OUT-'].update(data=cv2.imencode('.png',
colored)[1].tobytes())

        event, values = window.read(timeout=0) # Update the
window outputs and check for new events

```

```
        if event in (None, '-WEBCAM-', 'Exit'): # Clicked the
Stop Webcam button or closed window entirely
```

```
            window['-WEBCAM-'].update('Start Webcam',
button_color=sg.theme_button_color())
```

```
            window['-IN-'].update("")
```

```
            window['-OUT-'].update("")
```

```
            break
```

```
        elif event == '-SAVE-' and colored is not None: #
Clicked the Save File button
```

```
            filename = sg.popup_get_file('Save colored
image.\nColorized image be saved in format matching the
extension you enter.', save_as=True)
```

```
            try:
```

```
                if filename:
```

```
                    cv2.imwrite(filename, colored)
```

```
                    sg.popup_quick_message('Image save complete',
background_color='red', text_color='white', font='Any 16')
```

```
            except:
```

```
                sg.popup_quick_message('ERROR - Image NOT
saved!', background_color='red', text_color='white', font='Any
16')
```

```
# ----- Exit program -----
```

```
window.close()
```


