

## Static Gestures Class

- + wCam: int + hCam: int
- + camera: cv2.VideoCapture
- + pTime: float
- + cTime: float
- + fps: float
- + detector: handDetector
- + success: bool
- + frame: numpy.ndarray
- + ImList: list
- + fingerComb: int
- + key: int
- + rock(ImList: list): int
- + gnarly(ImList: list): int
- + peace(lmList: list): int
- + fist(lmList: list): int
- + loser(ImList: list): int