Annotation_maker tutorial

Caution: Please keep in mind this code just when it works non-stop have a good action. So I recommend to you put a few pictures in main directory which you can process them non-stop(for example 20 pictures).

1. For run this code open terminal in directory which contain 'annotation_builder.py'
2. Run this command:

   ```
   python annotation_builder.py
   ```

   you have to see this message:
   ```
   please enter pictures direction as "C:\\folder" format:
   ```

   Enter the directory which contain pictures you want to label and press enter.
   You have to see this message:
   ```
   please enter annotation file path as "C:\folder" format:
   ```

   Enter annotation.txt path and press enter.
3. It open a window which show you first picture like this:

4. Select objects by keep mouse left key and drag the from left and up corner to left and down corner. it draw a rectangle on that environ like this:

5. After specify all the objects keep mouse on image and press 'c'
6. System show you all coordinates which you selected one by one and ask you to insert class num and press enter. (enter class numbers so carefully it hasn't roll back strategy)
7. If you notice that a coordinate is wrong enter 'x' instead of class num.

Caution: it keep running after finish all pictures

Caution: we have no much time to test this application and find all the bugs, please check the result after running to find if they are completely true or not and please contact us if you find any mistakes.

Note: after each running you can start the other run on the same annotation file, it would keep previous data and just extend them.

Thank you for attention.