

OpenCV4 installation without words

Ubuntu 22.04 LTS Intel Core i5 CPU 2,20GHz x 4 16GiB RAM

! ! ! **commands in red** and **directories in blue** ! ! !

```
prog@BF:~$ sudo apt-get update ↵
```

```
prog@BF:~$ sudo apt-get install build-essential ↵
```

```
prog@BF:~$ sudo apt-get install cmake git libgtk2.0-dev pkg-config ↵
```

```
prog@BF:~$ sudo apt-get install libavcodec-dev libavformat-dev libswscale-dev ↵
```

```
prog@BF:~$ mkdir ~/src ↵
```

```
prog@BF:~$ cd ~/src ↵
```

```
prog@BF:~/src$ git clone https://github.com/opencv/opencv.git ↵
```

```
prog@BF:~/src$ cd opencv ↵
```

```
prog@BF:~/src/opencv$ mkdir build && cd build ↵
```

```
prog@BF:~/src/opencv/build$ cmake -D CMAKE_BUILD_TYPE=RELEASE ↵
```

```
> -D CMAKE_INSTALL_PREFIX=/usr/local ↵
```

```
> -D INSTALL_PYTHON_EXAMPLES=ON ↵
```

```
> -D INSTALL_C_EXAMPLES=ON .. ↵
```

```
prog@BF:~/src/opencv/build$ make -j$(nproc) ↵
```

```
prog@BF:~/src/opencv/build$ sudo make install ↵
```

```
prog@BF:~/src/opencv/build$ pkg-config --cflags opencv4 ↵
```

```
prog@BF:~/src/opencv/build$ pkg-config --libs opencv4 ↵
```

----- TEST INSTALLATION -----

```
prog@BF:~/src/opencv/build$ cd ~/src/opencv/samples ↵
```

```
prog@BF:~/src/opencv/samples$ cmake . ↵
```

```
prog@BF:~/src/opencv/samples$ make ↵
```

----- TEST OPENCV C++ VERSION -----

```
// This file is part of OpenCV project.
// It is subject to the license terms in the LICENSE file found in the
// top-level directory
// of this distribution and at http://opencv.org/license.html

//opencv_version.cpp
#include <opencv2/core/utility.hpp>
#include <iostream>

static const std::string keys = "{ b build | | print complete build info }"
"{ h help | | print this help }";

int main(int argc, const char* argv[])
{
    cv::CommandLineParser parser(argc, argv, keys);
    parser.about("This sample outputs OpenCV version and build configuration.");
    if (parser.has("help"))
    {
        parser.printMessage();
    }
    else if (!parser.check())
    {
        parser.printErrors();
    }
    else if (parser.has("build"))
    {
        std::cout << cv::getBuildInformation() << std::endl;
    }
    else
    {
        std::cout << "OpenCV version is " << CV_VERSION << std::endl;
    }
    return 0;
}
```

```
prog@BF:~/0_OpenCV4/my_opencv_version$ ls ↵
opencv_version.cpp
```

```
prog@BF:~/0_OpenCV4/my_opencv_version$ g++ -g -gdb opencv_version.cpp \
-o opencv_version `pkg-config --cflags --libs opencv4` ↵
```

```
prog@BF:~/0_OpenCV4/my_opencv_version$ ls ↵
opencv_version  opencv_version.cpp
```

```
prog@BF:~/0_OpenCV4/my_opencv_version$ ./opencv_version ↵
OpenCV version is 4.5.4
```

----- TEST PYTHON3 BINDINGS -----

prog@BF:~\$ **python3** ↵

Python 3.10.4 (main, Jun 29 2022, 12:14:53) [GCC 11.2.0] on linux
Type "help", "copyright", "credits" or "license" for more information.

>>> import cv2 ↵

>>> print(cv2.__version__) ↵

4.5.4

>>> [ctrl] + D

prog@BF:~\$

----- OpenCV-C++ program with image -----

```
//edge.cpp
#include "opencv2/core/utility.hpp"
#include "opencv2/imgproc.hpp"
#include "opencv2/imgcodecs.hpp"
#include "opencv2/highgui.hpp"
#include<iostream>

using namespace cv;
using namespace std;

int edgeThresh = 1;
int edgeThreshScharr=1;

Mat image, gray, blurImage, edge1, edge2, cedge;

const char* window_name1 = "Edge map : Canny default (Sobel gradient)";
const char* window_name2 = "Edge map : Canny with custom gradient (Scharr)";

// define a trackbar callback
static void onTrackbar(int, void*){

    blur(gray, blurImage, Size(3,3));

    // Run the edge detector on grayscale
    Canny(blurImage, edge1, edgeThresh, edgeThresh*3, 3);
    cedge = Scalar::all(0);

    image.copyTo(cege, edge1);
    imshow(window_name1, cedge);

    /// Canny detector with scharr
    Mat dx,dy;
    Scharr(blurImage,dx,CV_16S,1,0);
    Scharr(blurImage,dy,CV_16S,0,1);
    Canny( dx,dy, edge2, edgeThreshScharr, edgeThreshScharr*3 );
    /// Using Canny's output as a mask, we display our result
    cedge = Scalar::all(0);
    image.copyTo(cege, edge2);
    imshow(window_name2, cedge);
}

static void help(const char** argv)
{
    printf("\nThis sample demonstrates Canny edge detection\n"
    "Call:\n"
    " %s [image_name -- Default is logo.png]\n\n", argv[0]);
}

const char* keys =
{
    "{help h|}|{@image |logo.png|input image name}"
};
```

```

int main( int argc, const char** argv )
{
    help(argv);
    CommandLineParser parser(argc, argv, keys);
    string filename = parser.get<string>(0);

    image = imread(samples::findFile(filename), IMREAD_COLOR);
    if(image.empty())
    {
        printf("Cannot read image file: %s\n", filename.c_str());
        help(argv);
        return -1;
    }
    cedge.create(image.size(), image.type());
    cvtColor(image, gray, COLOR_BGR2GRAY);

    // Create a window
    namedWindow(window_name1, 1);
    namedWindow(window_name2, 1);

    // create a toolbar
    createTrackbar("Canny threshold default", window_name1, &edgeThresh, 100, onTrackbar);
    createTrackbar("Canny threshold Scharr", window_name2, &edgeThreshScharr, 400, onTrackbar);

    // Show the image
    onTrackbar(0, 0);

    // Wait for a key stroke; the same function arranges events processing
    waitKey(0);

    return 0;
}

```

logo.png



```
prog@BF:~/0_OpenCV4/edge$ ls ↵  
edge.cpp  logo.png
```

```
prog@BF:~/0_OpenCV4/edge$ g++ -g -ggdb edge.cpp -o edge \\  
`pkg-config --cflags --libs opencv4` ↵
```

```
prog@BF:~/0_OpenCV4/edge$ ./edge ↵
```



