Classe UML

Kaiky Silva, Kaio Barreto and Matheus Felipe

PenDetect

- img : Mat*

- serial : SerialStream

newPoints : vector<vector<int>>myColors : vector<vector<int>>countors : vector<vector<Pointt>>

hierarchy : vector<Vec4i>bound_rect_width : floatugo_coord : string

- last_x : int- last_y : int- last_width : float

+ setColors(const vector<vector<int>> & colors) : void

+ getContours(Mat imgDil) : Point

+ getUgoCoord() : string + resetUgoCoord() : void

+ getWidth() : float

+ findColor(Mat image, float dist) : vector<vector<int>>

+ drawnOnCanvas(vector<vector<int>> newPoints, vector<Scalar> myColorsVals, int color) : void

+ clearOldPoints() : void

+ getNewPoints() : vector<vector<int>>
+ sendCoord(string coord) : void