#include <stdio.h>

#include <iostream>

#include <opencv2/highgui/highgui.hpp>

#include <opencv2/imgproc/imgproc.hpp>

#include <opencv2/core/core.hpp>

using namespace cv;

using namespace std;

int i, j;

int main(){

VideoCapture VC(0);

Mat frame;

VC >> frame;

while(1){

VC >> frame;

for(i=0;i<frame.rows;i++){

for(j=0;j<frame.cols/2; j++){

frame.at<Vec3b>(i,j)[0] = frame.at<Vec3b>(i,j)[0];

frame.at<Vec3b>(i,j)[1] = frame.at<Vec3b>(i,j)[1];

frame.at<Vec3b>(i,j)[2] = frame.at<Vec3b>(i,j)[2];

}

}

for(i=0;i<frame.rows;i++){

for(j=frame.cols/2;j<frame.cols; j++){

frame.at<Vec3b>(i,j)[0] = frame.at<Vec3b>(i,frame.cols-j)[0];

frame.at<Vec3b>(i,j)[1] = frame.at<Vec3b>(i,frame.cols-j)[1];

frame.at<Vec3b>(i,j)[2] = frame.at<Vec3b>(i,frame.cols-j)[2];

}

}

imshow("video",frame);

waitKey(5);

}

}