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```
#include <opencv2/opencv.hpp>

// Callback function for mouse events
void onMouse(int event, int x, int y, int flags, void*
userdata) {
if (event == cv::EVENT_LBUTTONDOWN) {
std::cout << "Left button down at (" << x << "," << y << ")"
<< std::endl;
  else if (event == cv::EVENT_RBUTTONDOWN) {
std::cout << "Right button down at (" << x << "," << y <<
")" << std::endl;
     }
    Add more conditions for other mouse events if needed
}

int main() {
    Create an OpenCV window
cv::namedWindow("Mouse Events");

    Set the callback function for mouse events
cv::setMouseCallback("Mouse Events", onMouse, nullptr);

    Wait for a key press to exit
cv::waitKey(0);

return 0;
}
```

In OpenCV, you can use the setMouseCallback function to handle mouse events. This function allows you to set a callback function that will be called when a mouse event occurs. Below is an example of using setMouseCallback along with the details of its parameters:

cpp
Copy code

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Explanation of setMouseCallback parameters:

Window Name (const String& winname):

The name of the window where the callback will be attached.
Mouse Callback Function (MouseCallback onMouse):

The callback function that will be called on mouse events. In the example, this function is named

onMouse.
User Data (void* userdata):

A pointer to user data that will be passed to the callback function. This parameter is optional. In the example, we pass nullptr as we don't use user data.
The onMouse callback function parameters are as follows:

Event (int event):

The type of mouse event (e.g.,
cv::EVENT_LBUTTONDOWN,
cv::EVENT_RBUTTONDOWN, etc.).
x (int x):

The x-coordinate of the mouse event.
y (int y):

The y-coordinate of the mouse event.
Flags (int flags):

Additional flags providing information about the event (e.g., whether a button is pressed).
User Data (void*