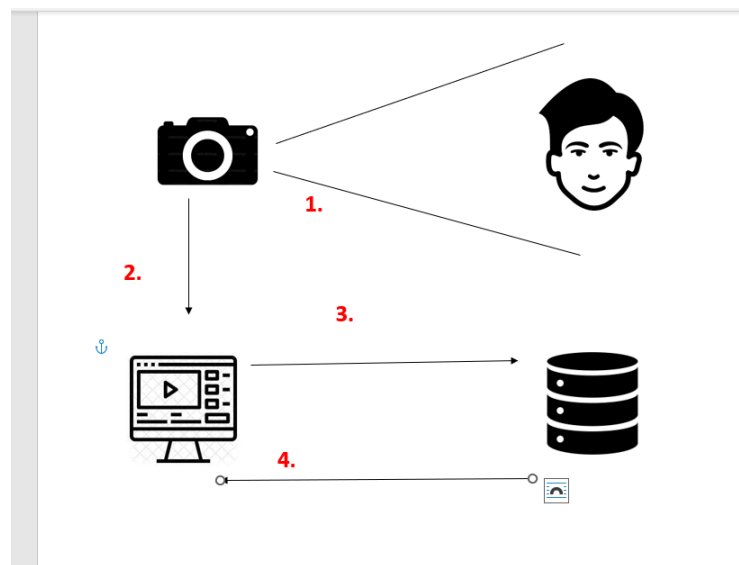# UML diagram

1: The first part is the laptop camera capturing the faces of people in view of the frame. These faces can either be people known and record into the database or it could be people not recorded and known. Once the camera has found the face in it's sights, it will draw a rectangle around the person's face and feeds the data back into the Profiler code.

2: The camera then feeds the information back into the computer and into the Profiler program. The face is then converted to Binary code and compared with the other images to use as a reference to see if the person is a match.

3: Once the match has been found, if the user decides to view more about this person, the Profiler connects to the MySQL database and queries the database for data relating to the ID of the person. The Profiler can also send queries to add a new person to the SQL database or remove a person from the database.

4: The MySQL database returns the data that the user is seeking and can be view on their computer to see or returns a statement to say if any changes have been made to the databases.