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import cv2
import numpy as np
%matplotlib inline
import matplotlib.pyplot as plt
import matplotlib.image as mpimg

# Kullanılacak görüntünün dosya ismini kullanıcıya sormak
print('Dosya: ')
filename = input()
img1 = cv2.imread(filename)
img = cv2.resize(img1, (320, 256))

# Mouse ile kullanıcın alan seçmesine izin vermek
ix = -1
iy = -1
drawing = False
selected = False
```

```
def draw_rectangle_with_drag(event, x, y, flags, param):  
    global ix, iy, drawing, img  
    if event == cv2.EVENT_LBUTTONDOWN:  
        drawing = True  
        ix = x  
        iy = y  
  
    elif event == cv2.EVENT_MOUSEMOVE:  
        if drawing == True:  
            img2 = cv2.resize(img1, (320, 256))  
            cv2.rectangle(img2, pt1=(ix,iy), pt2=(x, y),color=(255,0,0),thickness=2)  
            img = img2  
  
    elif event == cv2.EVENT_LBUTTONUP:  
        drawing = False  
        img2 = cv2.resize(img1, (320, 256))  
        cv2.rectangle(img2, pt1=(ix,iy), pt2=(x, y),color=(255,0,0),thickness=2)  
        img = img2  
  
    # Crop  
    crop_img = img2[iy:y, ix:x]  
  
    # Kenar bulma algoritması ile köşeleri bulmak mavi ile işaretlemek  
    gray = cv2.cvtColor(crop_img, cv2.COLOR_BGR2GRAY)
```

```
corners = cv2.goodFeaturesToTrack(gray, 27, 0.3, 10)
corners = np.int0(corners)

# koseleri cizdir
for i in corners:
    xc, yc = i.ravel()

    height, width, channels = crop_img.shape

    # cercevede bulunanlari cizdirme
    if xc<5 or yc<5 or xc>width-5:
        continue

    # koselere yuvarlak koy
    cv2.circle(img, (ix+xc, iy+yc), 3, 255, -1)

    # koselerin koordinatlari
    print(ix+xc,':',iy+yc)

plt.imshow(img)

cv2.namedWindow(winname= "Profile")
cv2.setMouseCallback("Profile", draw_rectangle_with_drag)

while True:
    cv2.imshow("Profile", img)
    if cv2.waitKey(10) == 27:
        break
cv2.destroyAllWindows()
```