```
In [3]:  import cv2
         import matplotlib.pyplot as plt
         import numpy as np
         cap = cv2.VideoCapture(0)

         # Call Back Function Rectangle :

         def draw_rectangle(event,x,y,flags,param):
             global pt1,pt2,topLeft_clicked, botRight_clicked
             if event == cv2.EVENT_LBUTTONDOWN:
                 # Rest the Rectangle :
                 if topLeft_clicked == True & botRight_clicked == True:
                     pt1 = (0,0)
                     pt2 = (0,0)
                     topLeft_clicked = False
                     botRight_clicked = False

                 if topLeft_clicked == False:
                     pt1 = (x,y)
                     topLeft_clicked = True

                 elif botRight_clicked == False:
                     pt2 = (x,y)
                     botRight_clicked = True

             pass

         # Global Variables :
         pt1 = (0,0)
         pt2 = (0,0)

         topLeft_clicked = False
         botRight_clicked = False

         # Connect to the Call Back :

         cap = cv2.VideoCapture(0)
         cv2.namedWindow('Test')
         cv2.setMouseCallback('Test',draw_rectangle)

         while True:
```

```python
    ret,frame = cap.read()

    # DRAWING ON THE FRAME BASED OF THE GLOBAL VARIABLE :

    if topLeft_clicked:
        cv2.circle(frame,center = pt1, radius = 5, color = (0,0,255), thickness = -1)


    if topLeft_clicked and botRight_clicked:
        cv2.rectangle(frame,pt1,pt2,(0,0,255),3)
    cv2.imshow('frame',frame)

    if cv2.waitKey(1) & 0xFF == ord('q'):
        break

cap.release()
cv2.destroyAllWindows()
```

In [ ]: