Visione artificiale

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Indice

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Intro

1.1 Questo è un modo per racchiudere codice fra parentesi

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
  public void paintComponent(Graphics g) {
    g.drawString("Hello, world!", 65, 95);
  }
}
```

Capitolo 2

Python

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
    public void paintComponent(Graphics g) {
        g.drawString("Hello, world!", 65, 95);
    }
}
```

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NumPy

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
    public void paintComponent(Graphics g) {
        g.drawString("Hello, world!", 65, 95);
    }
}
```

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Immagini

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
   public void paintComponent(Graphics g) {
      g.drawString("Hello, world!", 65, 95);
   }
}
```

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Calibrazione

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
  public void paintComponent(Graphics g) {
    g.drawString("Hello, world!", 65, 95);
  }
}
```

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Filtri

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
    public void paintComponent(Graphics g) {
        g.drawString("Hello, world!", 65, 95);
    }
}
```

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Analisi

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
    public void paintComponent(Graphics g) {
        g.drawString("Hello, world!", 65, 95);
    }
}
```

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Movimento

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
  public void paintComponent(Graphics g) {
    g.drawString("Hello, world!", 65, 95);
  }
}
```

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Riconoscimento

```java
//Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
   public void paintComponent(Graphics g) {
      g.drawString("Hello, world!", 65, 95);
   }
}
```