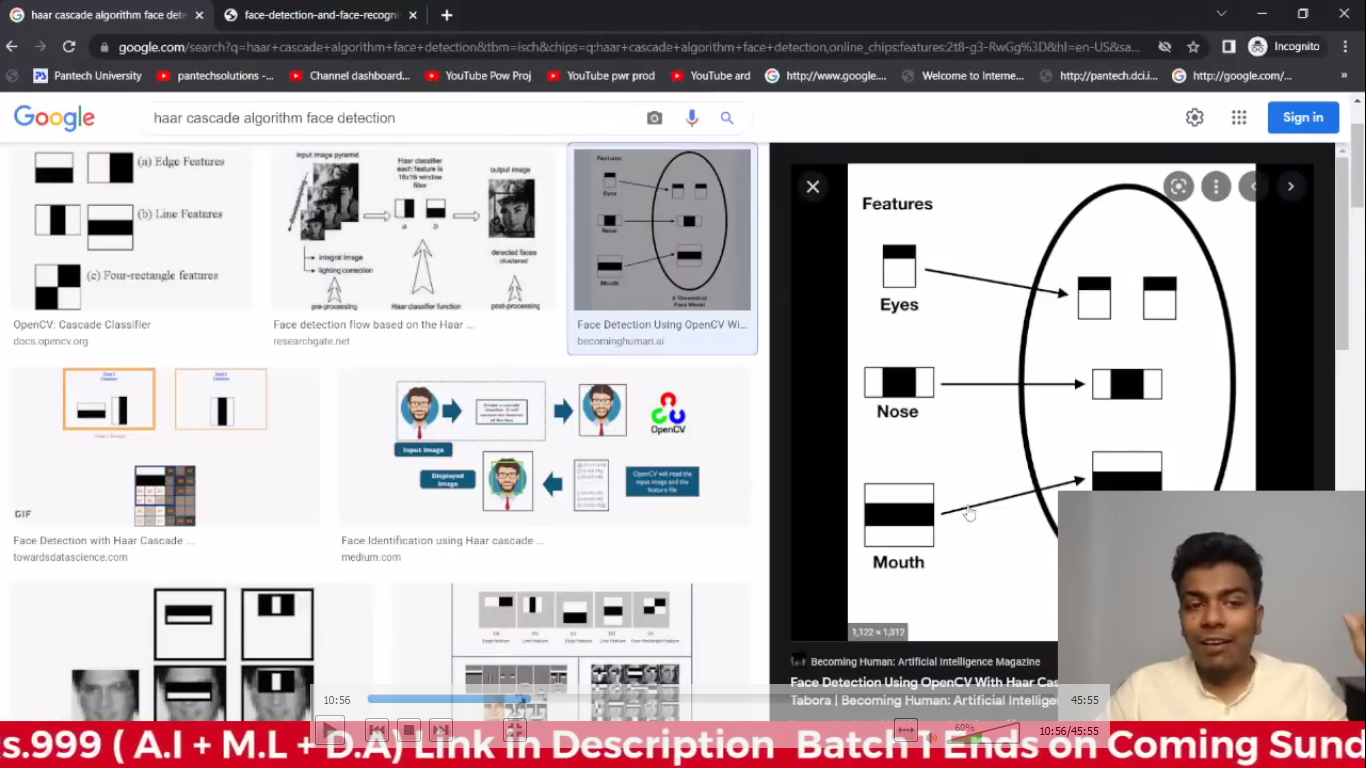
* 
* In face Detection Command (x,y,w,h) uses for :- (x,y) initial co-oridinates points of rectangle around the face while w is “width” and h is “height”.
* In rectangle code:-

Cv2.rectangle(img,(x,y),(x+w,y+h),(0,255,0),2)

Here **img** :- uses for image around which we have to draw boundary

**(x,y)**:- indicates the initial co-ordinates of an image

**(x+w,y+h):-** Uses for covering “WIDTH”& “HEIGHT” with initial co-ordinates **(0,255,0):-** Is standard syntax for color [B,G,R]

**2:-** Uses for indicating thickness of rectangle