

```
mshow("Image", canvas);  
mshow("Image", canvas);
```

```
icleSystem::s
```

```
updatesPerSe  
secondsPerFr  
updatesPerFr
```

```
(1)
```

```
or (int i = 0
```

```
update();
```

```
raw();
```

```
loat millisec
```

```
har key = cv:
```

```
f (key == 'q'
```

```
break;
```

DEBUG CONSOLE

```
le-15-Base:~/W
```

```
-11 -Wno-deprecated-enum-enum-conversion -O2 `pkg-config --cflags opencv4` -MM -MP -c particle_system.cpp -o particle_system.o  
matrix.o particle.o particle_system.o `pkg-config --libs opencv4` -o main
```

Image

— ×

