

GUI Design

This GUI is used for visualising the results from armour identification and armour localisation.

The frontend shown when the application starts



- "Menu": includes 3 menu items as shown below
- "label": once clicked, all the images will be labelled with the corresponding bounding boxes



- : go to the previous image

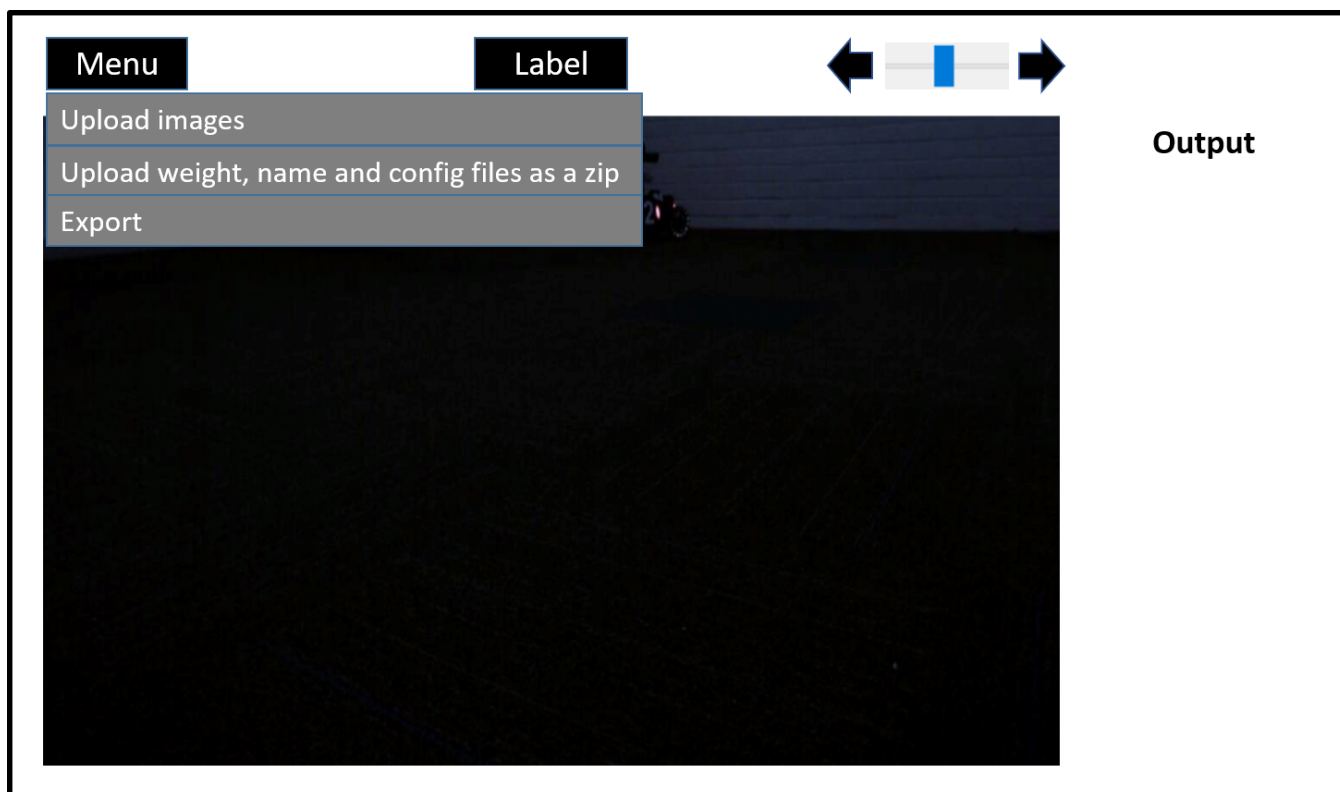


- : go to the next image



- : slider to jump to any image

Clicking "Menu"



- "Upload images": upload a single image or multiple images
- "Upload weight, name and config files as a zip": upload the configuration files required for the YOLO model
- "Export": export labelling results as a text file

Clicking "Label"



- The output board will be shown once the label button is clicked, displaying the accuracy, speed, and coordinates of the bounding box
- And the corresponding bounding boxes will appear on the image