Depth Perception

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- double width
- double focalLength
- + CalculateDistance()
- + double claculateFocalLength()
- + std::vector<Face> getDistance(cv::Mat)
- + float calDistance(double width, double focalLength)

Ueses

Face

- double x
- double y
- double w
- double h
- double distance
- + Face(x, y, w, h, distance)
- + void setX(x)
- + double getX()
- + void setY(y)
- + double getY()
- + void setW(w)
- + double getW()
- + void setH(h)
- + double getH()
- + void setDistance(distance)
- + double getDistance()

