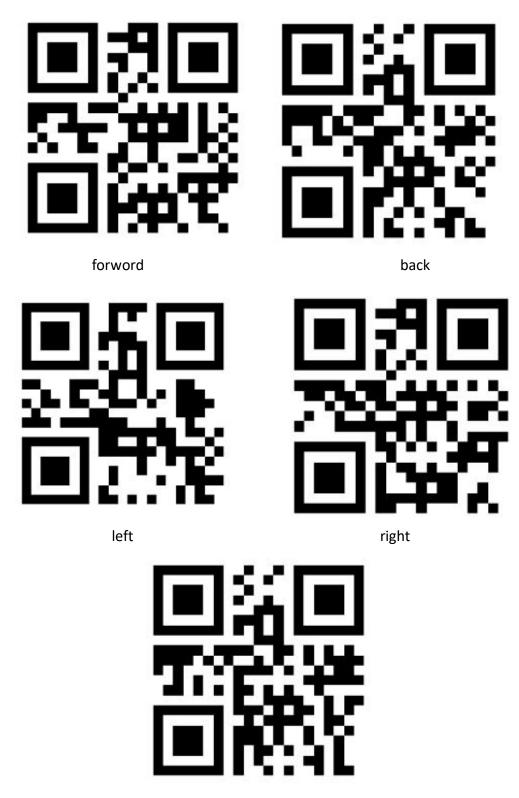


## 3.1.6 QR recognition+Movement

As shown in the figure below, the five QR codes correspond to different functions and can be used to control the movement of the robot.



## Code path:

/home/pi/Yahboom\_Project/3.AI\_Visual\_course/ 06.QR code\_move.ipynb

stop



```
#bgr8 to jpeg format
import enum
import cv2
def bgr8 to jpeg(value, quality=75):
    return bytes(cv2.imencode('.jpg', value)[1])
# Import library and show camera display component
# import the necessary packages
#import simple_barcode_detection
import cv2
import numpy as np
import pyzbar.pyzbar as pyzbar
from PIL import Image
import ipywidgets.widgets as widgets
# Underlying drive method
from Raspblock import Raspblock
robot = Raspblock()
image_widget = widgets.Image(format='jpeg', width=320, height=240)
display(image_widget)
                                                # Display camera component
# Define the recognition motion function
def detect control(info):
    if info == "forward":
         robot.Speed_axis_Yawhold_control(0, 2)
                                                    # Advance
    elif info == "back":
         robot.Speed axis Yawhold control(0, -2) # Back
    elif info == "left":
         robot.Speed_axis_Yawhold_control(-2, 0) # Left translation
    elif info == "right":
         robot.Speed axis Yawhold control(2, 0)
                                                    # Right translation
    else:
         robot.Speed axis Yawhold control(0, 0)
                                                    # Stop
# Define the parse QR code interface
def decodeDisplay(image):
    barcodes = pyzbar.decode(image)
    for barcode in barcodes:
         # Extract the position of the bounding box of the QR code
  # Draw the bounding box of the barcode in the image
         (x, y, w, h) = barcode.rect
         cv2.rectangle(image, (x, y), (x + w, y + h), (225, 225, 225), 2)
         # Extract the QR code data as a byte object, so if we want to output the
```



```
image, you need to convert it to a string
         barcodeData = barcode.data.decode("utf-8")
         barcodeType = barcode.type
         # Draws the data and barcode type of the barcode on the image
         text = "{} ({})".format(barcodeData, barcodeType)
         cv2.putText(image, text, (x, y - 10), cv2.FONT_HERSHEY_SIMPLEX, 0.5, (225,
225, 225), 2)
         # Print the data and barcode type of the barcode on the terminal
         print("[INFO] Found {} barcode: {}".format(barcodeType, barcodeData))
         detect control(barcodeData)
    return image
def detect():
    camera = cv2.VideoCapture(0)
    camera.set(3, 320)
    camera.set(4, 240)
    camera.set(5, 120) #Set frame rate
    # fourcc = cv2.VideoWriter fourcc(*"MPEG")
    camera.set(cv2.CAP_PROP_FOURCC, cv2.VideoWriter.fourcc('M', 'J', 'P', 'G'))
    camera.set(cv2.CAP_PROP_BRIGHTNESS, 40) #Set brightness -64 - 64 0.0
    camera.set(cv2.CAP_PROP_CONTRAST, 50) #Set contrast -64 - 64 2.0
    camera.set(cv2.CAP PROP EXPOSURE, 156) #Set exposure 1.0 - 5000 156.0
    ret, frame = camera.read()
    image widget.value = bgr8 to jpeg(frame)
    while True:
         # Read frame currently
         ret, frame = camera.read()
         # To Grayscale image
         gray = cv2.cvtColor(frame, cv2.COLOR BGR2GRAY)
         im = decodeDisplay(gray)
         cv2.waitKey(5)
         image widget.value = bgr8 to jpeg(im)
         # If you press q, you will be out of the loop
         if cv2.waitKey(10) \& 0xFF == ord('q'):
              break
    camera.release()
    cv2.destroyAllWindows()
while 1:
    detect()
```

After run above program, we can realize QR code control car movement. As shown



## below.

```
[2]: # import the necessary packages
#import simple_barcode_detection
import cv2
import numpy as np
import numpy as pp
import pyzbar.pyzbar as pyzbar
from PIL import Image
import ipywidgets.widgets as widgets

#Underlying drive method
from Raspblock import Raspblock
robot = Raspblock()

image_widget = widgets.Image(format='jpeg', width=320, height=240)
display(image_widget)

#Display camera component

serial Open!
```