Explanation

Title: OpenCV C++ Program to create a single colored blank image.
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The following is the explanation to the **C++** code to create an Image in C++ using the tool **OpenCV**.
Things to know:
(1) The code will only compile in Linux environment.
(2) To run in windows, please use the executable file.
(3) Compile command: g++ -w blank.cpp -o blank `pkg-config --libs opencv`
(4) Run command: ./blank
Before you run the code, please make sure that you have OpenCV installed on your // system.
Code area:

```
// Author: Aditya Prakash
// Title: Create a coloured image in C++ using OpenCV.

(1)
#include "opencv2/highgui/highgui.hpp"
// highgui - an easy-to-use interface for image and video capturing.


(2)
#include <iostream>
// For basic input / output operations.


(3)
using namespace cv;
// Namespace where all the C++ OpenCV functionality resides.


(4)
using namespace std;
// For basic input / output operations. Else use macro 'std::' everywhere.


(5)
int main()
{
      Mat img(500, 1000, CV_8UC3, Scalar(0,0, 100));
      // To create an image
      // CV_8UC3 depicts : (3 channels,8 bit image depth
      // Height  = 500 pixels, Width = 1000 pixels
      // (0, 0, 100) assigned for Blue, Green and Red plane respectively. So the
      //image will appear red as the red component is set to a 100 out of a
      possible 255.



(6)
      if (img.empty()) //check whether the image is loaded or not
      {
            cout<<"\n Image not created. You have done something wrong. \n";
            return -1;  // Unsuccessful.
      }
```

(7)

```
namedWindow("A_good_name", CV_WINDOW_AUTOSIZE);
// first argument: name of the window
// second argument: flag- types:
// WINDOW_NORMAL If this is set, the user can resize the window.
// WINDOW_AUTOSIZE If this is set, the window size is automatically adjusted
// to fit the displayed image, and you cannot change the window size
manually.
// WINDOW_OPENGL If this is set, the window will be created with OpenGL
// support.
```

(8)

```
imshow("A_good_name", img);
// first argument: name of the window
// second argument: image to be shown(Mat object)
```

(9)

```
waitKey(0);                          //wait infinite time for a keypress
```

(10)

```
destroyWindow("A_good_name"); //destroy the window with the name, "MyWindow"

return 0;
}
```

End of explanation.