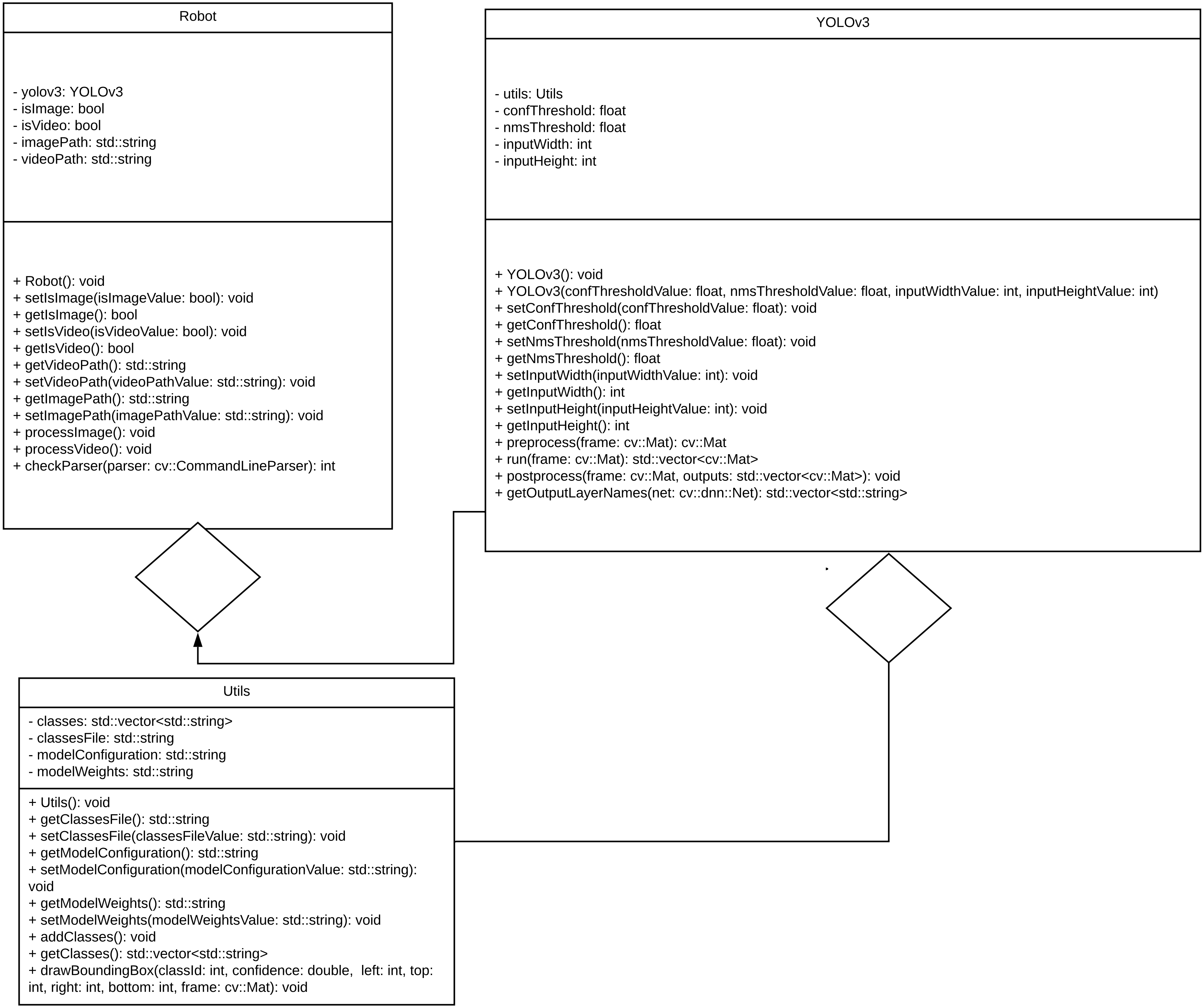

Robot

- yolov3: YOLOv3
- isImage: bool
- isVideo: bool
- imagePath: std::string
- videoPath: std::string

+ Robot(): void
+ setIsImage(isImageValue: bool): void
+ getIsImage(): bool
+ setIsVideo(isVideoValue: bool): void
+ getIsVideo(): bool
+ getVideoPath(): std::string
+ setVideoPath(videoPathValue: std::string): void
+ getImagePath(): std::string
+ setImagePath(imagePathValue: std::string): void
+ processImage(): void
+ processVideo(): void
+ checkParser(parser: cv::CommandLineParser): int

YOLOv3

- utils: Utils
- confThreshold: float
- nmsThreshold: float
- inputWidth: int
- inputHeight: int

+ YOLOv3(): void
+ YOLOv3(confThresholdValue: float, nmsThresholdValue: float, inputWidthValue: int, inputHeightValue: int)
+ setConfThreshold(confThresholdValue: float): void
+ getConfThreshold(): float
+ setNmsThreshold(nmsThresholdValue: float): void
+ getNmsThreshold(): float
+ setInputWidth(inputWidthValue: int): void
+ getInputWidth(): int
+ setInputHeight(inputHeightValue: int): void
+ getInputHeight(): int
+ preprocess(frame: cv::Mat): cv::Mat
+ run(frame: cv::Mat): std::vector<cv::Mat>
+ postprocess(frame: cv::Mat, outputs: std::vector<cv::Mat>): void
+ getOutputLayerNames(net: cv::dnn::Net): std::vector<std::string>

Utils

- classes: std::vector<std::string>
- classesFile: std::string
- modelConfiguration: std::string
- modelWeights: std::string

+ Utils(): void
+ getClassesFile(): std::string
+ setClassesFile(classesFileValue: std::string): void
+ getModelConfiguration(): std::string
+ setModelConfiguration(modelConfigurationValue: std::string): void
+ getModelWeights(): std::string
+ setModelWeights(modelWeightsValue: std::string): void
+ addClasses(): void
+ getClasses(): std::vector<std::string>
+ drawBoundingBox(classId: int, confidence: double, left: int, top: int, right: int, bottom: int, frame: cv::Mat): void