- The processing time for one video frame or image.
  - The processing time is around 0.004 - 0.01 seconds and the FPS is around 100 – 200 frames are being processed per second.
- How does the processing time change when you add the bright spot detection?
  - It looks like the processing time is slightly higher or around 0.006 - 0.011 and the FPS is therefore sligthly lower or around 80 – 150 frames are being processed per second
  - The processing time gets a lot higher when the red spot detection is also added or around 0.035-0.045 seconds and the FPS therefore gets lot lower or around 20 – 25 frames are being processed per second
- Is the processing time identical when you do not display the image?
  - It gets lot higher around 0.02 seconds and the FPS around 40 – 50.
- How does your for-loop implementation compare to the built-in function?
  - The for-loop implementation is way slower and the images does not show like a video, only 0.44 frames are being processed per second and the processing time is around 2.25 second.
- Moving your hand in front of the camera, estimate the latency between image capture and display.
  - It looks like there is only a small latency between the image capture and display as when I move my hand it seems to move nearly at the same time on the "video" (I would think that there is only a fraction of a second difference) , but around 20-25 frames are being processed at every second so the frames are being displayed relatively quickly, making it hard to "eyeball" latency only by looking at the frames (not having any measurable data to compare).
- Is the latency different when capturing from a mobile phone?
  - It seemed like there was a little more latency with the phone camera but it was not really noticeable, also the FPS values were slightly lower which indicates that there is slightly more latency. But as with the computer camera, this latency is so small that it is hard to "eyeball" it.