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# Initialize the background Subtractor
foog = cv2.createBackgroundSubtractorMOG2(
    detectShadows=True, varThreshold=100, history=2000)

# Status is True when person is present and False when the person is not present.
status = False
status2 = False

# After the person disappears from view, wait atleast 7 seconds before making the
status False
patience = 7
patience2 = 7

# We don't consider an initial detection unless its detected 15 times, this gets rid
of false positives
detection_thresh = 15

# Initial time for calculating if patience time is up
initial_time = None
initial_time2 = None

# We are creating a deque object of length detection_thresh and will store
individual detection statuses here
de = deque([False] * detection_thresh, maxlen=detection_thresh)
de2 = deque([False] * detection_thresh, maxlen=detection_thresh)

# Initialize these variables for calculating FPS
fps = 0
fps2 = 0
frame_counter = 0
frame_counter2 = 0
start_time = time.time()
start_time2 = time.time()

while(True):

    ret, frame = cap.read()
    ret2, frame2 = cap2.read()
    if not ret or not ret2:
        break

```