ChessboardDetectorResult + success + corners FindCornersResult + boundingBox + boundingRectangle + success + image + corners + perspective + image + perspectiveCopy + unitWidth + unitHeight + scale -fianlDetectionResult/-originalCorners ChessboardDetector - maxAxis - scale + ChessboardDetector() + ~ChessboardDetector() + findChessboardCorners() + perspectiveChessboard() + detectionResult() + getResult() + getOriginalCorners() + preprocess() - _compute_perspective transform() - _compute_bounding_box()

compute bounding rectangle()