FFmpegEncoder

- struct AVCodecContext
  * codec_ctx
- struct AVFormatContext
  * fmt_ctx
- struct AVPacket * packet
- struct AVFrame * frame
- int frame_index
- AVStream * stream
- int width
- int height

+ FFmpegEncoder(const
 std::string &filename,
 int width, int height,
 double fps)
+ ~FFmpegEncoder()
+ void encode(const cv
::Mat &inputFrame, double fps)
- void initFFmpeg(const
 std::string &filename,
 double fps)
- void releaseFFmpeg()