





- base class *Shape* -> other shapes derive from e.g. *Polygon*, *Circle*
- Objects have a shape assigned e.g. *ExitPoint* has a *Shape* type *Rectangle*

1. Find contours
2. check area -> MIN_AREA_SIZE = 200
3. save vertices data
4. construct a *Shape* object

Shape Detection

- base class *Shape* -> other shapes derive from e.g. *Polygon*, *Circle*
 - Objects have a shape assigned e.g. *ExitPoint* has a *Shape* type *Rectangle*
1. Find contours
 2. check area -> `MIN_AREA_SIZE = 200`
 3. save vertices data
 4. construct a *Shape* object

Shape Detection

