

Import

```
import com.googlecode.javacv.cpp.opencv_objdetect;
import com.googlecode.javacpp.Loader;

import static com.googlecode.javacv.cpp.opencv_core.*;
import static com.googlecode.javacv.cpp.opencv_objdetect.*;
import static com.googlecode.javacv.cpp.opencv_imgproc.*;
import static com.googlecode.javacv.cpp.opencv_highgui.*;
```

Capture a single image from Camera

We can access hardware camera using **FrameGrabber** object.

```
FrameGrabber grabber = null;
try {
    // create FrameGrabber object using 0th camera
    grabber = new OpenCVFrameGrabber(0);

    //now start the camera
    grabber.start();

} catch (Exception ex) {
    System.out.println("Camera can't start");
}
```

Grab a snap

```
IplImage img = null;
try {
    img = grabber.grab();

    //sometimes it happens that first snaped image
    // got black so, it will be safer if we snap a
    // second shot.

    img = grabber.grab();
}
```

```
} catch (Exception ex) {  
    System.out.println("Can't capture image");  
}
```

Now you have a **IplImage** object **img**, you can show it, save it or do whatever operation you like to do.

```
CanvasFrame canvas = new CanvasFrame("My Camera");  
  
//show the image.  
canvas.showImage(img);
```

And finally let's prove us gentle and so release the camera hence other program could be able to use it.

```
try {  
    grabber.stop();  
} catch (Exception ex) {  
    System.out.println("Error");  
}
```

Capture continuously from camera.

Same as capturing single frame. Here we just capture continuously.

```
FrameGrabber grabber = null;
try {
    // create FrameGrabber object using 0th camera
    grabber = new OpenCVFrameGrabber(0);

    //now start the camera
    grabber.start();
} catch (Exception ex) {

    System.out.println("Camera can't start");
}

//Make a canvasframe to display image
CanvasFrame canvas = new CanvasFrame("My Image");

canvas.setDefaultCloseOperation(CanvasFrame.EXIT_ON_CLOSE);

//Now, capture until window is closed and show it.
while (true) {
    IplImage img = null;
    try {
        //grab current image
        img = grabber.grab();

        //show the image
        canvas.showImage(img);
    } catch (Exception ex) {
        System.out.println("Can't capture");
        break;
    }
}

//And Finally close it.

try {
```

```
        grabber.stop();  
  
    } catch (Exception ex) {  
        System.out.println("Error");  
    }
```