Background Functions

Call Background Generate

Generate

fileName

open file

read in number of frames, rows, and columns.

resize the backgroundSequence vector to the number of frames

int frameNumber < frames

Close File

Finish Generate

True

Resize the backgroundSequence vector to number of rows

False

frameNumber++

int i < row

True

Resize the backgroundSequence vector to number of columns

int r < row

False

i++

True

False

r++

int c < col

True

read in R, G, B values from background images

Assign R, G, B values to backgroundSequence vector

c++