

# Assign-06

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Code:

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as06.py > ...
1  import numpy as np
2  import cv2
3
4  face_cascade = cv2.CascadeClassifier('haarcascade_frontalface_default.xml')
5  eye_cascade = cv2.CascadeClassifier('haarcascade_eye.xml')
6  cap = cv2.VideoCapture(0)
7  while True:
8      ret, img = cap.read()
9      gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
10     faces = face_cascade.detectMultiScale(gray, 1.3, 5)
11
12     for (x, y, w, h) in faces:
13         cv2.rectangle(img, (x, y), (x+w, y+h), (255, 0, 0), 2)
14         roi_gray = gray[y:y+h, x:x+w]
15         roi_color = img[y:y+h, x:x+w]
16
17         eyes = eye_cascade.detectMultiScale(roi_gray)
18         for (ex, ey, ew, eh) in eyes:
19             eye_gray = roi_gray[ey:ey+eh, (variable) eye_gray: Any]
20             _, eye_binary = cv2.threshold(eye_gray, 50, 255, cv2.THRESH_BINARY_INV)
21             kernel = cv2.getStructuringElement(cv2.MORPH_ELLIPSE, (3, 3))
22             eye_binary = cv2.morphologyEx(eye_binary, cv2.MORPH_CLOSE, kernel, iterations=3)
23             contours, _ = cv2.findContours(eye_binary, cv2.RETR_EXTERNAL, cv2.CHAIN_APPROX_NONE)
24             for contour in contours:
25                 area = cv2.contourArea(contour)
26                 if area < 100:
27                     cv2.rectangle(roi_color, (ex, ey), (ex+ew, ey+eh), (0, 0, 255), 2)
28                 else:
29                     cv2.rectangle(roi_color, (ex, ey), (ex+ew, ey+eh), (0, 255, 0), 2)
30
31     cv2.imshow('img', img)
32     k = cv2.waitKey(30) & 0xff
33     if k == 27:
34         break
35
36 cap.release()
37 cv2.destroyAllWindows()
```

Output:



