Bbox **Preprocess** + cv.:Scalar BLACK + cv::Scalar YELLOW + const float FONT SCALE + const float INPUT_WIDTH + const int FONT _FACE + const float INPUT HEIGHT + const int THICKNESS + Cv.:Mat input frame + const cv::Mat &input frame + cv::dnn::Net net + std::string bounding box label + cv::Mat blob + int left + std::vector<cv::Mat> preprocess_outputs + int top + int bottomLine + Cv::Size labelSize + pre process: std::vector<cv:Mat> + cv.: Point topLeftCorner Postprocess + cv.:Point bottomRightCorner - const float SCORE draw label: void - const float NMS - const float CONFIDENCE - cv::Scalar BLUE - cv::Scalar RED + cv::Mat input frame + std::vector<cv::Mat> preprocess_outputs + std::vector<std::string> class name + std::vector<int> class ids + std::vector<float> confidence list + std::vector<cv::Rect> bounding boxes + float col factor + float row factor + float *data + const int rows + float instantaneous confidence + float *classes scores + cv::Point class_id + double max class score + float cx + float cy + float w + float h + int left + int top + int width + int height + std::vector<int> indices + std::string bbox + post process: Cv:Mat