tested on fresh ubuntu 16.04 install (virtual machine)

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building: (https://docs.opencv.org/3.4.1/d7/d9f/tutorial\_linux\_install.html)

sudo apt-get update

sudo apt-get upgrade

sudo apt-get install build-essential

sudo apt-get install cmake git libgtk2.0-dev pkg-config libavcodec-dev libavformat-dev libswscale-dev

cd ~/

git clone https://github.com/opencv/opencv.git

cd ~/opencv

mkdir build

cd build

cmake -D CMAKE\_BUILD\_TYPE=Release -D CMAKE\_INSTALL\_PREFIX=/usr/local ..

nproc

make -j4 # number is the output of nproc

sudo make install

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configure lib paths

sudo find / -name "libopencv\_core.so.3.4" # find the output which is similar to /usr/local/lib/libopencv\_core.so.3.4

sudo gedit /etc/ld.so.conf.d/opencv\_conf

sudo ldconfig -v

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testing:

cd into opencv folder

git clone https://github.com/opencv/opencv\_extra.git

copy testdata folder into build/bin/

./opencv\_test\_core

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build exe

g++ -I/usr/local/include/opencv2 -L/usr/local/lib/ main.cpp -o executable -lopencv\_core -Wall

./executable