21800 311 Hate Final and 1000/25 45 NSO/1001

25/ps, time interval: 1000/25

26/ps = 40 ms

2. Image = 1 channel = gray
1=100, y=200

int main() ?

Mat Image;
int value;

Value = timage : at <uctor> (200,000);

Answer.

3.  $\frac{3\times n}{p}$  median filtering  $\frac{n}{p}$   $\frac$ 

P. 10. 11 12 13 411111811.

4. histogram for an image 20x20

Value o N 3 probability & = 169/400

5 - by using Cotor Sticing.

- find the pixels in the range of desired color in Hue-channel and set all the other pixels to 0 in the Daturation - channel

b. more edge (TLL)

3rd parameter = threshold 1

threshold has to be lac

lower value

=> come change the

value more Small.

>> decrease the value

to more big number the solution of the standard of the standard of the standard of the solution of the solution of the solution of the standard of the standar

B. USE local thresholding (adaptive)

RELLEGIOUSE

USING adaptive throsholdin lunctions

using adaptive threshold () function, perform local thresholding

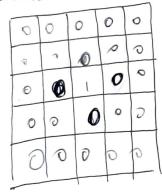
12-1=11710

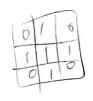
1)

1	2	3	Lt	5
2	6	14	17	10
9	15	n	31	my
4	18	3	42	46
5	20	36	46	5)
-			1	

lo erastr & dialation

## Eroson





bialation

0	0	/	0	0
0		1	1	0
	<del></del>	1	1	/
1	1	,	1	0
0	0	1	0	0
O		\		

12. The objects (vector of rectargle)

that less than MTnSTZe

TOB TS TSnored

and the objects are larger than to maxstre are the thing to maxstre

13.0N9 bin=8

١.	nT	0	0	1	0	0	١
-	0	1	1	1	0	0	
	0	(	1		0	0	+
	0	P	10		0	0	_
	b	-	0	0	K	0	_

1 13/13 0 0 0 0 1 1/25 1 13/13 2 1/25 1 2/25 9 3/25 4 1/25 4 1/25 5 1/25 6 0 6 0 11 ... 16

We need 4 corresponding put but In this case, the between

the between the two points
that is not a time so

we cannot porture perspective

tind proper transform

points

but coacutaily using User interface,

Atind 4 points and
make time custings timage
make a extract rectangle

( set rot in rectangle)

we can perform transformation

by using get perspec tive transform() function

15, I'll suggest eye protector,

B) linking eyes more than a certain number of time is important for eye protection,

Selvising.

So when custing computer, bitinking eye often is important.

this system will alert when brother times,

1. detect by deep learing model

detect the face and feaqureout

the person is chid, man, or women.

whether

because proper time of eyebijnning

2, Dedetect eye by using cascode classifier.

Calculate the time of eye blinking

(by The hatio of regent width topeneye

The station of the s

Sywll = close eye

4. If the result of the number of time (eye blinking) is less
than propor time give alert
to go that person so he or she
will notice that they are
brinking eyes less,