

▼ Library Open CV

```
import numpy as np
import cv2
from google.colab.patches import cv2_imshow

#How to read an image
img = cv2.imread("/content/fruits.png")
print(type(img))#foe open cv it is numpy array
print(img.shape)
# 785 * 1152 * 3
# 785 and 1152 is image resolution and 3 is the channel
print(img)
```

```
↳ <class 'NoneType'>
-----
AttributeError: Traceback (most recent call last)
<ipython-input-5-cf5d491d28ac> in <module>
      2 img = cv2.imread("/content/fruits.png")
      3 print(type(img))#foe open cv it is numpy array
----> 4 print(img.shape)
      5 # 785 * 1152 * 3
      6 # 785 and 1152 is image resolution and 3 is the channel

AttributeError: 'NoneType' object has no attribute 'shape'
```

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```
cv2_imshow(img)
cv2.waitKey(0)
```

```
-----
AttributeError: Traceback (most recent call last)
<ipython-input-6-e9648498cb8e> in <module>
----> 1 cv2_imshow(img)
      2 cv2.waitKey(0)

/usr/local/lib/python3.9/dist-packages/google/colab/patches/__init__.py in
cv2_imshow(a)
    16     (N, M, 4) is an NxM BGRA color image.
    17     """
--> 18     a = a.clip(0, 255).astype('uint8')
    19     # cv2 stores colors as BGR; convert to RGB
    20     if a.ndim == 3:
```

AttributeError: 'NoneType' object has no attribute 'clip'

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▼ CONVERTING A RGB IMAGE INTO A GRayscale IMAGE

```
img_gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
img_gray
cv2_imshow(img_gray)
cv2.waitKey(0)
```

```
-----  
error                                     Traceback (most recent call last)  
<ipython-input-7-812773ece646> in <module>  
print(img_gray.shape)  
  
(785, 1152)  
error: OpenCV(4.6.0) /io/openCV/modules/improc/src/color.cpp:182: error: (-215:Assertion failed) ! src.emtiv() in function  
print(img)  
  
[[[0 0 0]  
 [0 0 0]  
 [0 0 0]  
 ...  
 [0 0 0]  
 [0 0 0]  
 [0 0 0]]  
  
[[0 0 0]  
 [0 0 0]  
 [0 0 0]  
 ...  
 [0 0 0]  
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 ...  
 [0 0 0]  
 [0 0 0]  
 [0 0 0]]  
  
imgBlue = img[:, :, 0]  
imgGreen = img[:, :, 1]  
imgRed = img[:, :, 2]  
  
new_image = np.hstack((imgBlue, imgGreen, imgRed))  
  
cv2.imshow(new_image)  
cv2.waitKey(0)
```



▼ RESIZE

```
img_resize = cv2.resize(img,(256,256))  
cv2_imshow(img_resize)  
cv2.waitKey(0)
```



```
#when you dont know the size of the image  
image_resize1 = cv2.resize(img,(img.shape[1]//2,img.shape[0]//2))  
cv2_imshow(image_resize1)  
cv2.waitKey(0)
```



▼ Image Flip

```
#1 means horizontal Flip  
img_flip = cv2.flip(img,1)  
cv2_imshow(img_flip)  
cv2.waitKey(0)
```



-1

```
#0 means vertical Flip  
img_flip1 = cv2.flip(img,0)  
cv2_imshow(img_flip1)  
cv2.waitKey(0)
```



```
#-1 means horizontal and vertical Flip
```

```
img_flip2 = cv2.flip(img,-1)
cv2_imshow(img_flip2)
cv2.waitKey(0)
```



-1

▼ CROPPING

```
img_crop = img[100:300,200:500]
#first height and second is width
cv2_imshow(img_crop)
cv2.waitKey(0)
```



```
#saving the reduced size image  
#Saving using imwrite  
cv2.imwrite('fruit_image_reducedsize.png',img_crop)
```

True

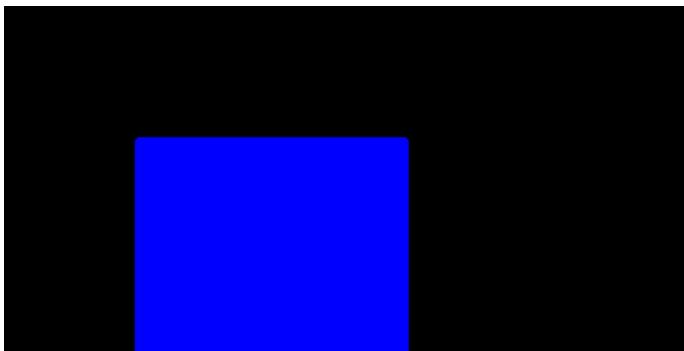
▼ DRAWING SHAPES AND TEXT ON IMAGES

```
img = np.zeros((512,512,3))  
cv2_imshow(img)  
cv2.waitKey(0)
```



-1

```
#Rectangle  
#we are constructing the rectangle where  
#(image, point 1 in pixels, point2 in pixels, color(B,G,R(255,0,0)))  
cv2.rectangle(img, pt1 = (100,100), pt2= (300,300), color = (255,0,0)  
# thickness = -1 means entire square rectangle will be covered with 1  
# thickness = 0 means only border will be there  
cv2_imshow(img)  
cv2.waitKey(0)
```



```
#Rectangle
```

```
#we are constructing the rectangle where
```

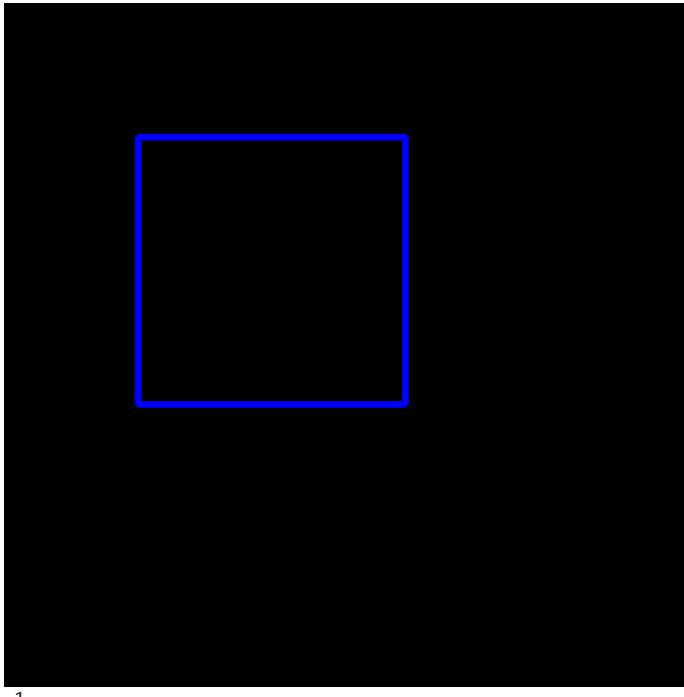
```
#(image, point 1 in pixels, point2 in pixels, color(B,G,R(255,0,0)))\nimg3 = np.zeros((512,512,3))
```

```
cv2.rectangle(img3, pt1 = (100,100), pt2= (300,300), color = (255,0,0))
```

```
# thickness = 3 positive numbers means only borders will be covered
```

```
cv2_imshow(img3)
```

```
cv2.waitKey(0)
```



-1

```
# Drawing a circle
```

```
img4 = np.zeros((512,512,3))
```

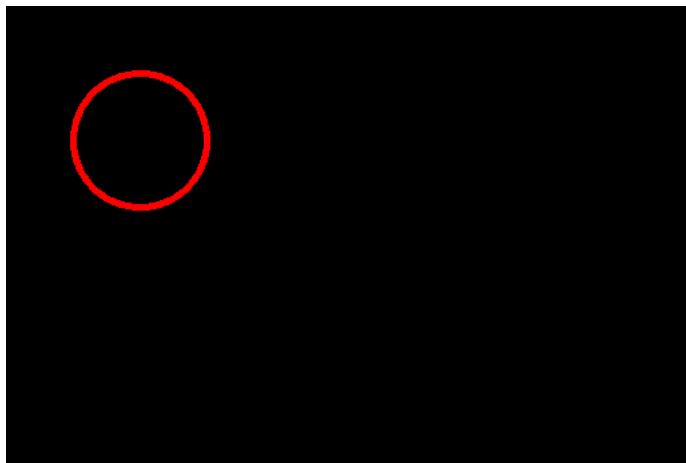
```
#
```

```
cv2.circle(img4, center = (100,100), radius = 50 , color = (0,0,255))
```

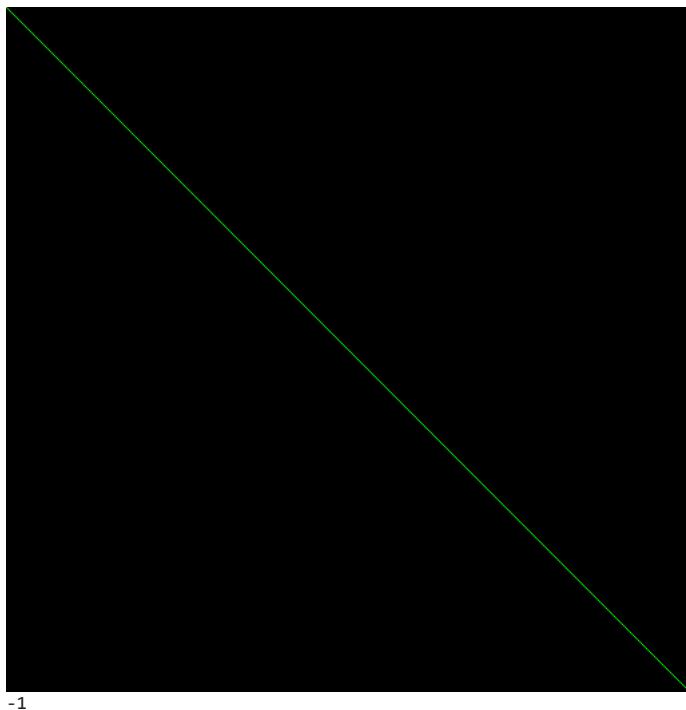
```
cv2_imshow(img4)
```

```
cv2.waitKey(0)
```

```
# wait key = 0 means we do it infinity
```



```
# Drawing a Line
img5 = np.zeros((512,512,3))
#
cv2.line(img5, pt1 = (0,0), pt2 = (512,512), color = (0,255,0) )
cv2_imshow(img5)
cv2.waitKey(0)
# wait key = 0 means we do it infinity
```



▼ TEXT AND FONT CREATION

```
img6 = np.zeros((512,512,3))
cv2.putText(img6, org =(100,100), text = "Soham", fontScale = 4, fontType = cv2.FONT_HERSHEY_PLAIN)
cv2_imshow(img6)
cv2.waitKey(0)
```



Soham

▼ #WORKING WITH OPENCV EVENTS

INTERACTING WITH IMAGE WITH THE MOUSE CLICK OR SOME OTHER THING

```
img7 = np.zeros((512,512,3))
cv2_imshow(img7)
cv2.waitKey(0)

while TRUE :
    cv2_imshow(img7)
    if cv2.waitKey(1)
```

