Final production

#converting the img variable to grayscale

gray = cv2.cvtColor(img,cv2.COLOR_BGR2GRAY)

OpenCVClient.py import cv2 import numpy as np import socket host, port = "127.0.0.1", 25001 data = "true" lowerParameter = 2.50; s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM) #the database of faces faceDetect = cv2.CascadeClassifier('haarcascade/haarcascade_frontalface_default.xml') smileDetect = cv2.CascadeClassifier('haarcascade/haarcascade_smile.xml') eyeDetect = cv2.CascadeClassifier('haarcascade/haarcascade_eye.xml') #a variable for the webcam cam = cv2.VideoCapture(0) s.connect((host, port)) while True: count = 0countFace = 0 #two variables that is reading the camera ret,img = cam.read()

#first argument is for the image, second is for the vector of the rectangles, and third argument is for how big the blob needs to be

```
faces = faceDetect.detectMultiScale(gray,1.1,5)
```

else:

```
for(x,y,w,h) in faces:
  #drawing a square with x and y coordinates and adding the color and stroke
  cv2.rectangle(img,(x,y),(x+w,y+h),(0,0,255),2)
  roi_grey = gray[y:y+h,x:x+w]
  roi_color = img[y:y+h,x:x+w]
  countFace +=1
  smiles = smileDetect.detectMultiScale(roi_grey,lowerParameter,20)
  #eyes = eyeDetect.detectMultiScale(roi_grey,1.5,9)
  for(sx,sy,sw,sh) in smiles:
    count +=1
    cv2.rectangle(roi_color, (sx, sy), ((sx + sw), (sy + sh)), (0, 255, 0), 2)
 # for(ex,ey,ew,eh) in eyes:
    #cv2.rectangle(roi_color,(ex,ey), ((ex + ew), (ey + eh)), (255, 0, 0), 2)
#creating a window with a name and what should be displayed
cv2.imshow("Face",img)
print(lowerParameter)
if countFace > 0:
  data = "Face without smile"
  if count > 0:
    data = "Face with smile"
```

```
data = "No face detected"

s.sendall(data.encode("utf-8"))

#Data = s.recv(1024).decode("utf-8")

#print(countFace)

if cv2.waitKey(1) == ord('w'):

    lowerParameter +=0.10

if cv2.waitKey(1) == ord('s'):

    lowerParameter =lowerParameter-0.10

#killing the windows with webcam feedback

if cv2.waitKey(1) == ord('q'):
    break

cam.release()

cv2.destroyAllWindows()
```

RealtimeEnvironment