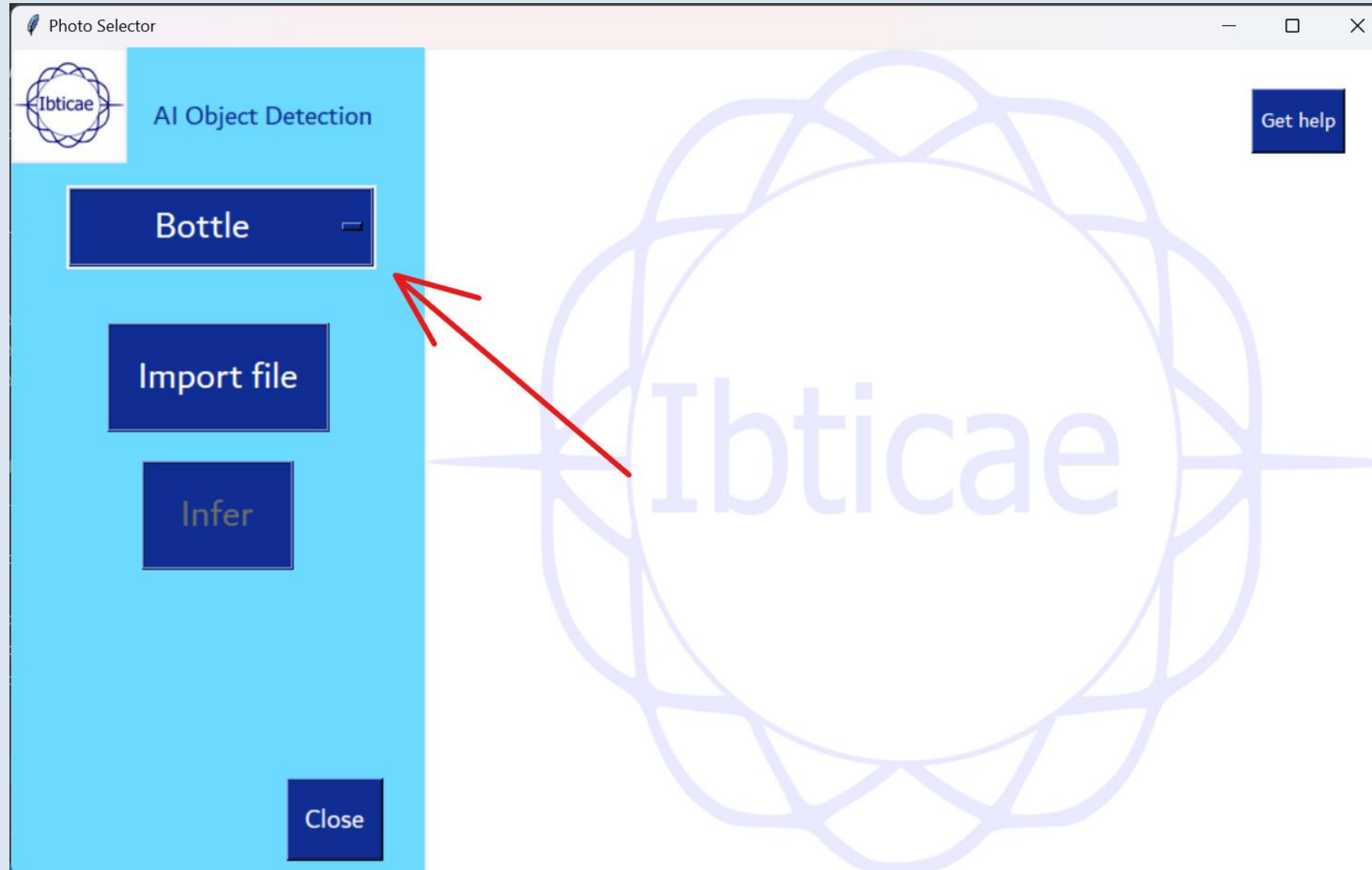


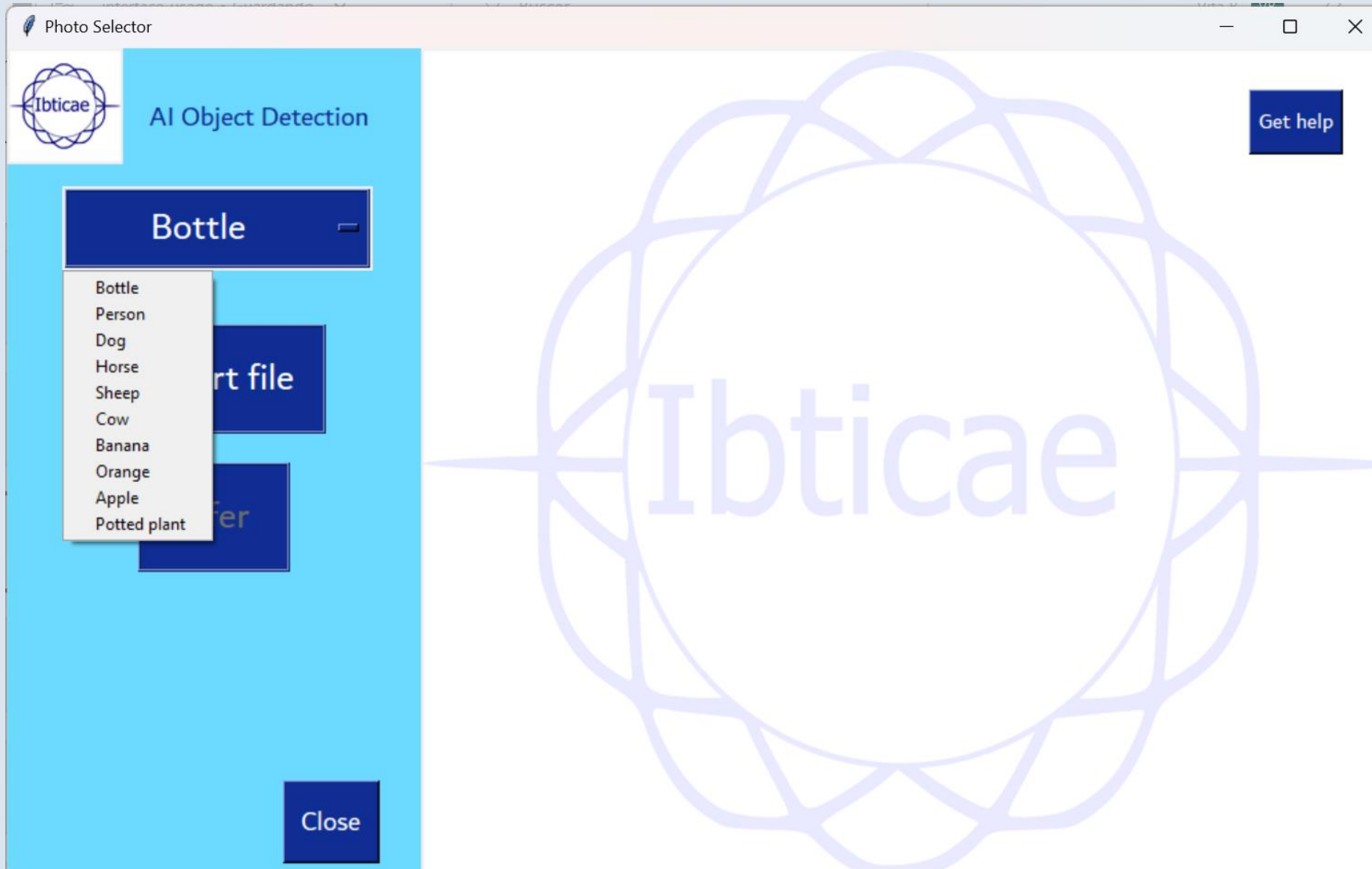
Interface usage



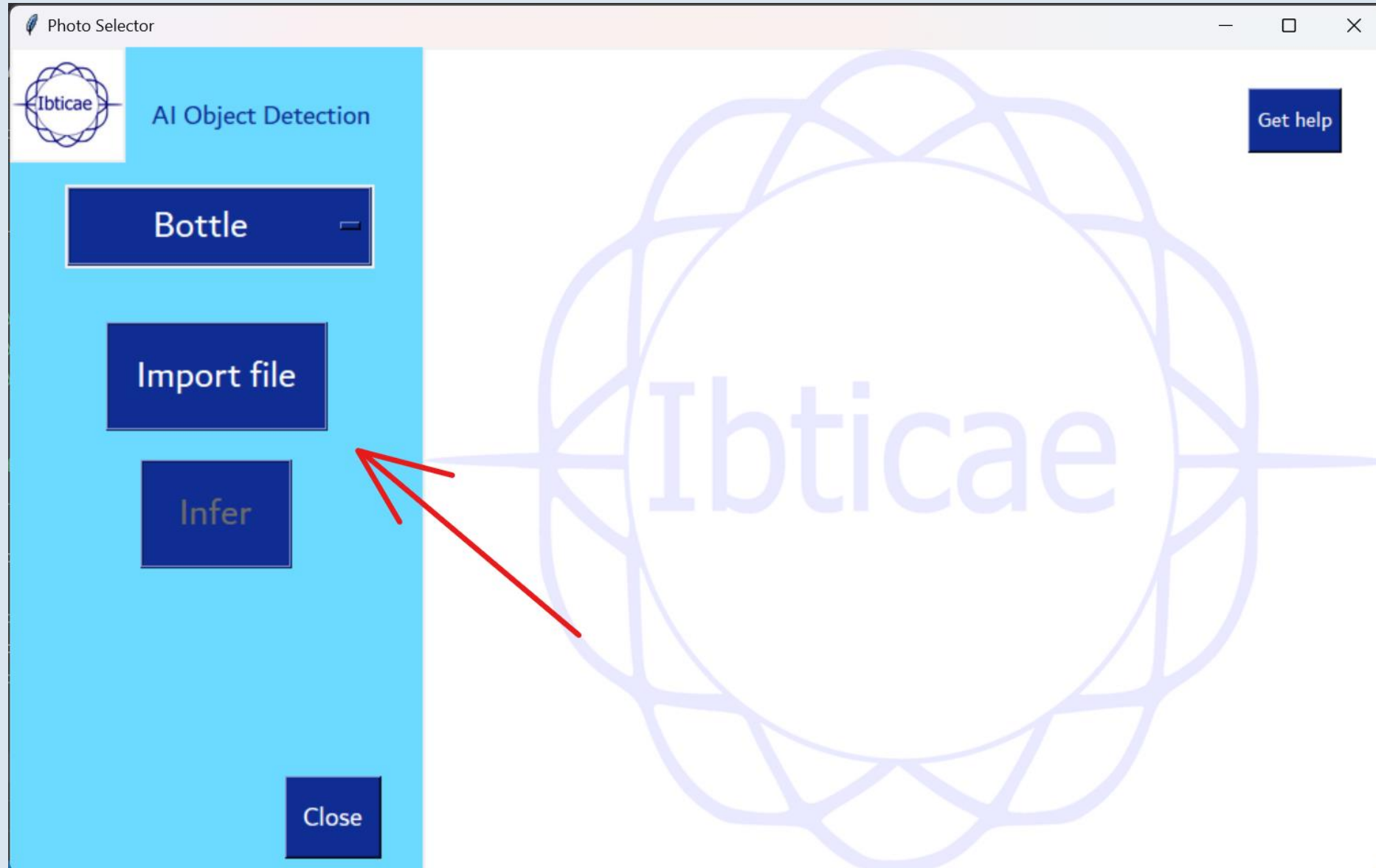
In this interface we can select which object we want to search for. For this we would go to the button shown.



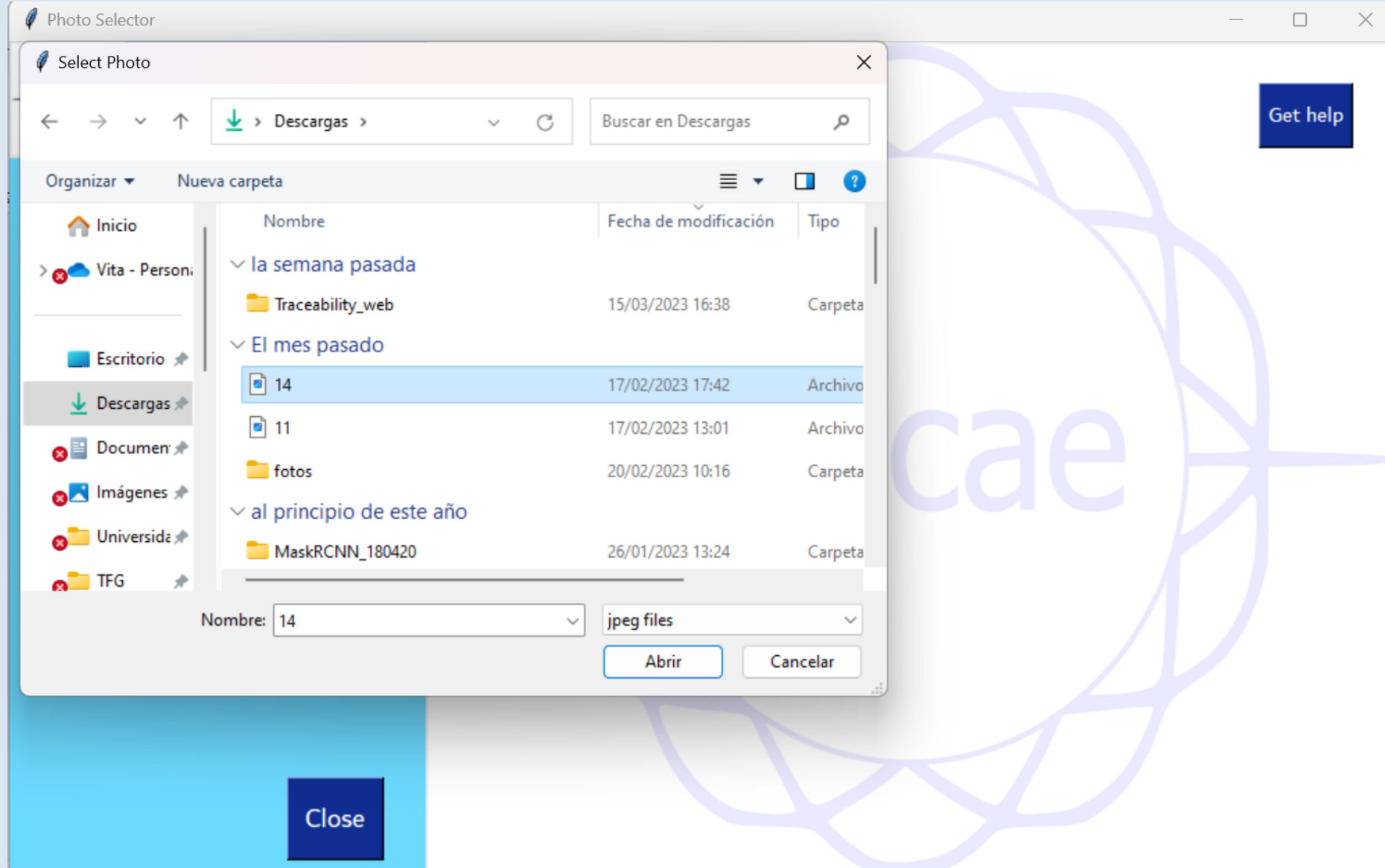
You will see a drop-down with all the options that you can choose from.



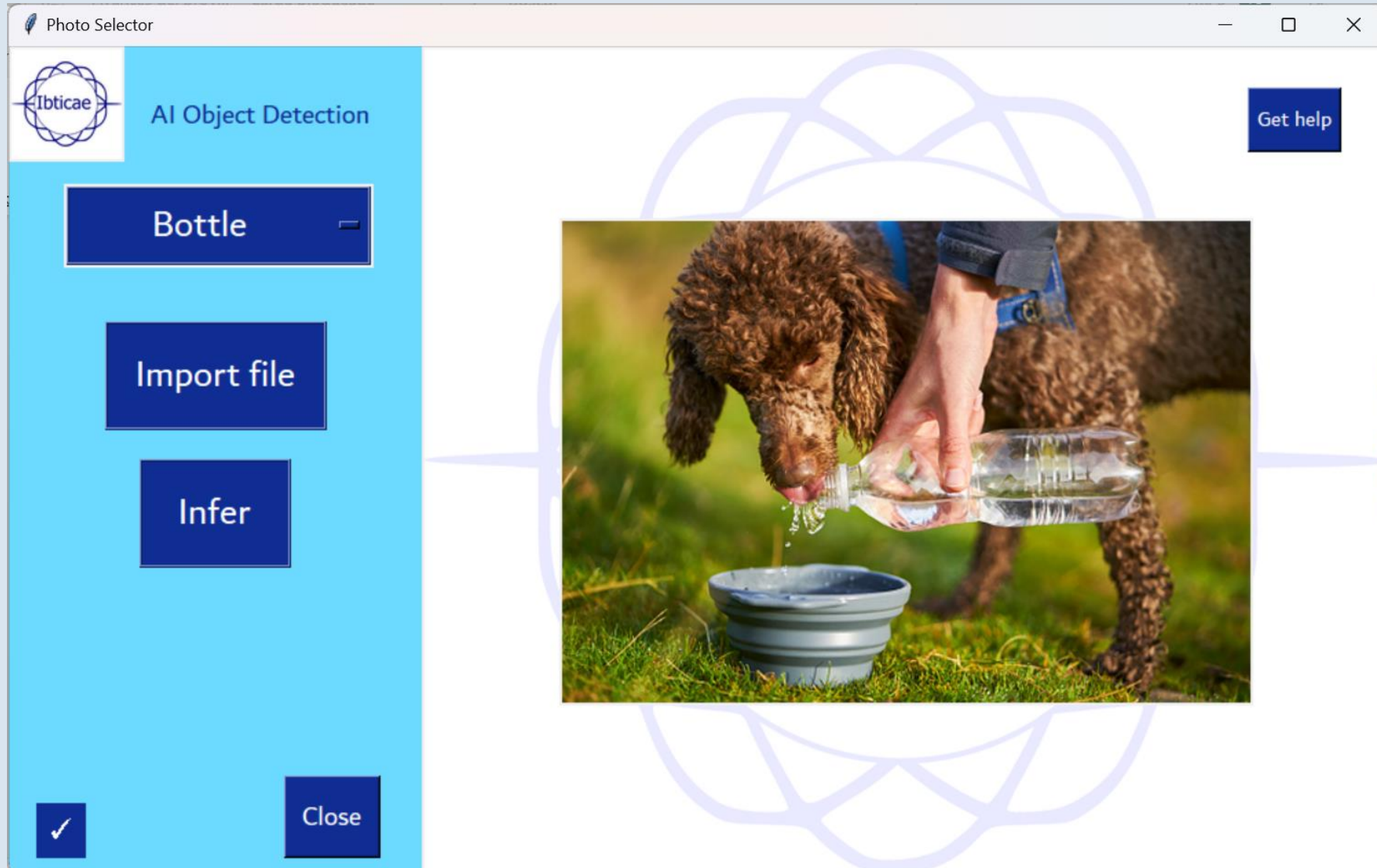
Once the object has been selected, the image to be used must be imported



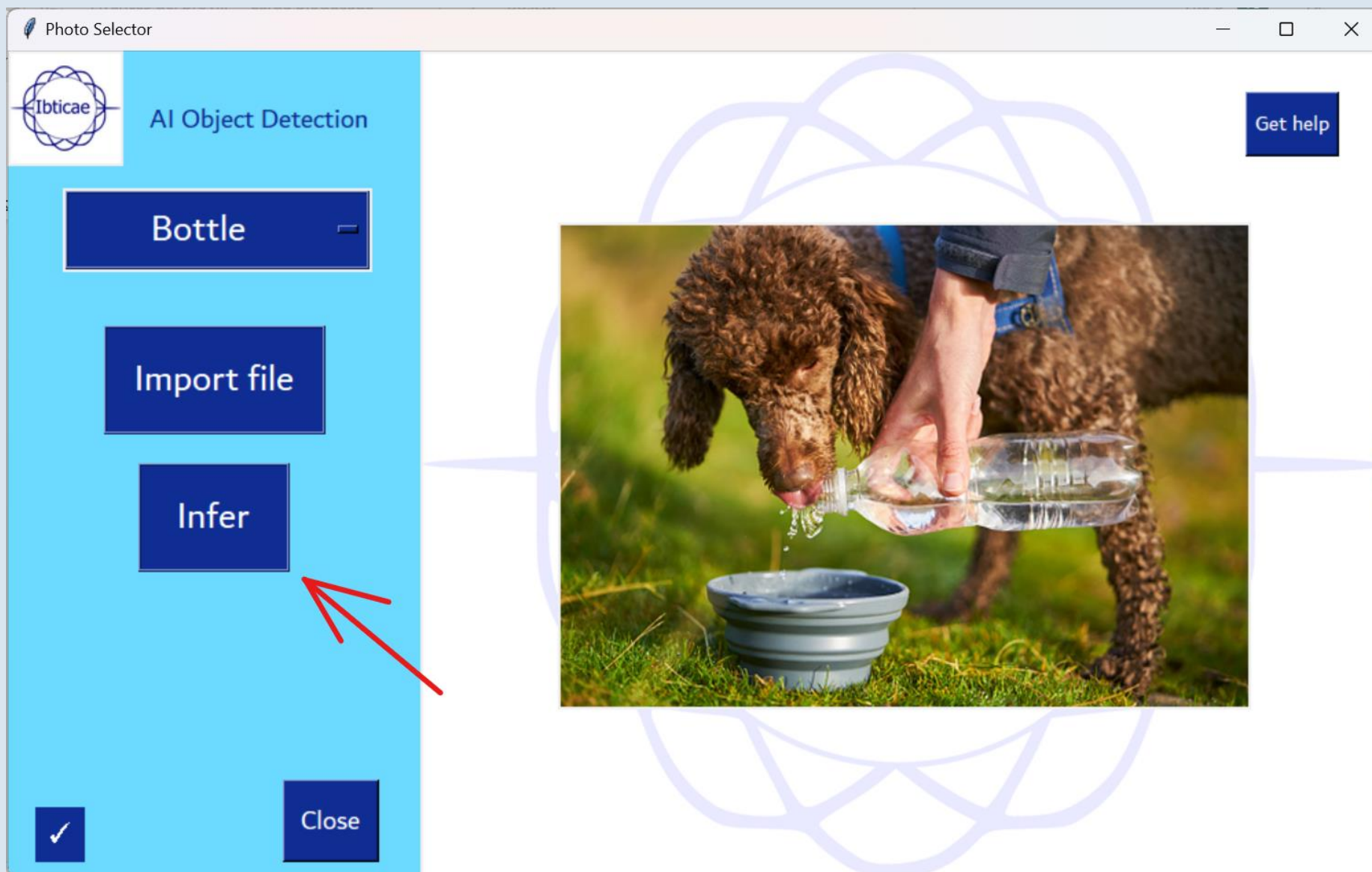
A new tab will appear with the files you have on your computer



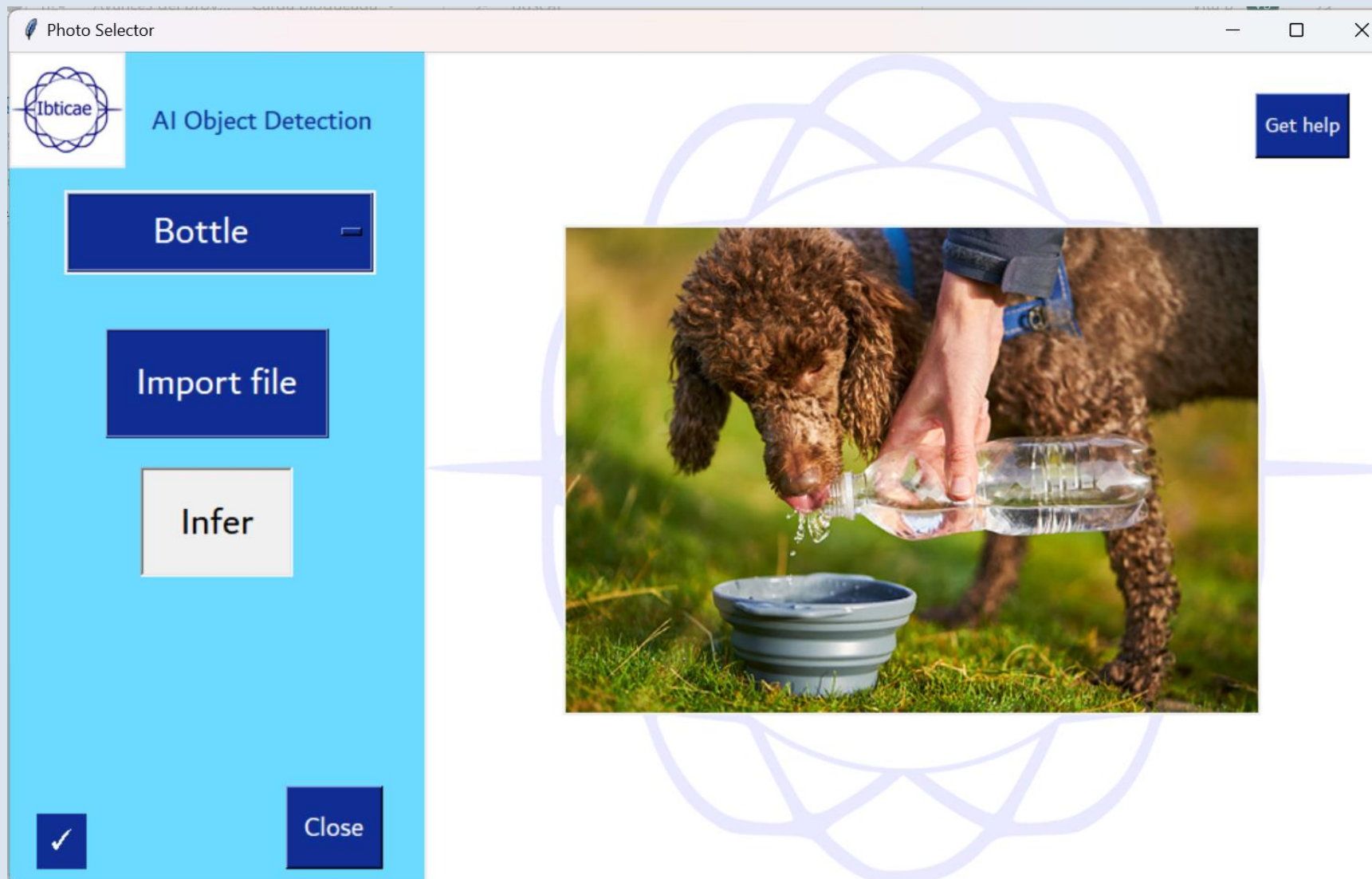
When the image is selected, it will appear on the interface. If the user has selected the wrong image, another image can be selected again.



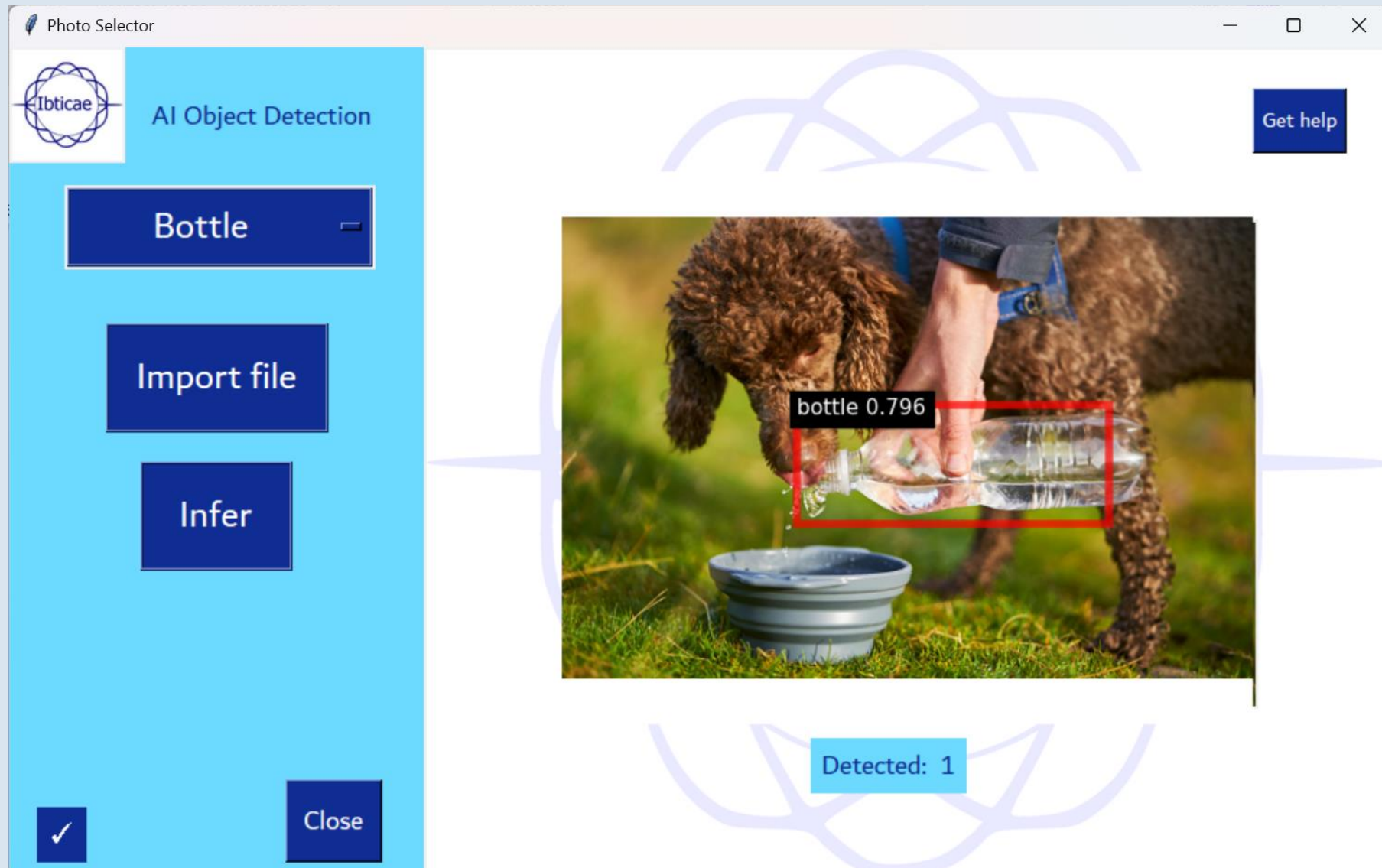
To infer the selected image, click on the infer button



When the process is running, the infer button appears white.



Now there are two possible options, whether the object selected is detected or not.



See that previously we selected “bottle” and now we have selected “banana”.

