# Setting up OpenCV and Python Environment on MacOS

By default, MacOS comes with Python version 2.X.X. To check:

1. Go to terminal, type:

python --version

```
[(base) ladameas@ladas-MacBook-Pro ~ % python —-version
Python 2.7.16
[(base) ladameas@ladas-MacBook-Pro ~ % python

WARNING: Python 2.7 is not recommended.
This version is included in macOS for compatibility with legacy software.
Future versions of macOS will not include Python 2.7.
Instead, it is recommended that you transition to using 'python3' from within Te rminal.

Python 2.7.16 (default, Apr 17 2020, 18:29:03)
[GCC 4.2.1 Compatible Apple LLVM 11.0.3 (clang-1103.0.29.20) (-macos10.15-objcon darwin
Type "help", "copyright", "credits" or "license" for more information.

>>>
```

2. To find python path directory, type:

which python

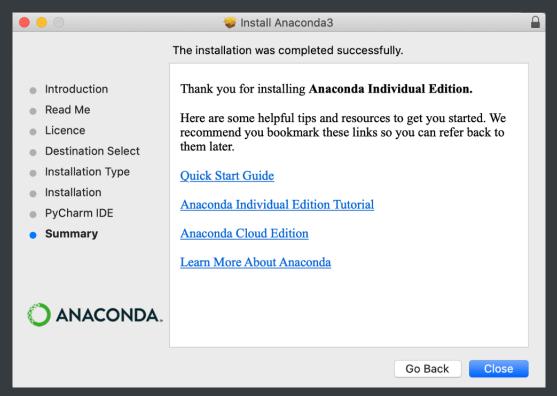
#### **Download and Install Anaconda**

In this section, we would like to show you how to install Python3 vai Acaconda.

- 1. Go to <a href="https://www.anaconda.com/products/individual">https://www.anaconda.com/products/individual</a>
- 2. Under the MacOS, click on "64-Bit Graphical Installer (462 MB)"

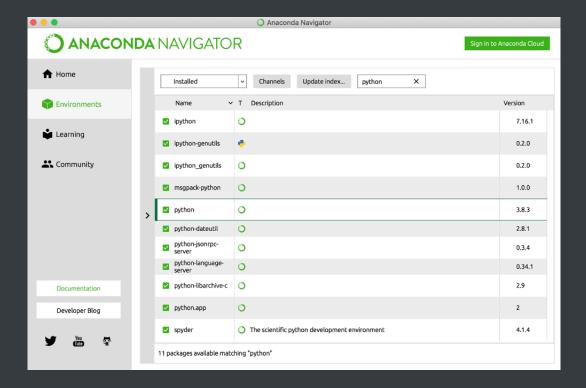


3. Follow the installation instruction to create an Anaconda environment



#### **Verify Python version**

- 1. Go to Anaconda-Navigator
- 2. On the left navigation bar, click on the "Enviroments" tab
- 3. In the search bar, Search Packages, type "python"
- 4. You will see python version 3.8.x is already installed



5. Check through the terminal (optional), type:

```
opt — python — 80×24

[(base) ladameas@ladas-MacBook-Pro opt % python

Python 3.8.3 (default, Jul 2 2020, 11:26:31)

[Clang 10.0.0 ] :: Anaconda, Inc. on darwin

Type "help", "copyright", "credits" or "license" for more information.

>>> ■
```

# **Install OpenCV**

We install OpenCV on MacOS using pip.

1. Go to terminal, type:

sudo pip3 install opencv-python opencv-contrib-python

```
👚 ladameas — -zsh — 80×24
[(base) ladameas@ladas-MacBook-Pro ~ % sudo pip3 install opencv-python opencv-con]
trib-python
[Password:
WARNING: The directory '/Users/ladameas/Library/Caches/pip' or its parent direct
ory is not owned or is not writable by the current user. The cache has been disa
bled. Check the permissions and owner of that directory. If executing pip with s
udo, you may want sudo's -H flag.
Collecting opency-python
  Downloading opencv_python-4.4.0.44-cp38-cp38-macosx_10_13_x86_64.whl (52.3 MB)
                                         | 52.3 MB 20.4 MB/s
Requirement already satisfied: opency-contrib-python in ./opt/anaconda3/lib/pyth
on3.8/site-packages (4.4.0.44)
Requirement already satisfied: numpy>=1.17.3 in ./opt/anaconda3/lib/python3.8/si
te-packages (from opency-python) (1.18.5)
Installing collected packages: opencv-python
Successfully installed opency-python-4.4.0.44
WARNING: You are using pip version 20.2.2; however, version 20.2.3 is available.
You should consider upgrading via the '/Users/ladameas/opt/anaconda3/bin/python
-m pip install --upgrade pip' command.
(base) ladameas@ladas-MacBook-Pro ~ %
```

- 2. To verify whether OpenCV has successfully installed
- 3. Go to terminal, type:

python3

>>> import cv2

4. To check OpenCV version, type:

cv2.\_\_version\_\_

```
Testing Python — python — 80×24

[(base) ladameas@ladas-MacBook-Pro Testing Python % python
Python 3.8.3 (default, Jul 2 2020, 11:26:31)
[Clang 10.0.0] :: Anaconda, Inc. on darwin
Type "help", "copyright", "credits" or "license" for more information.

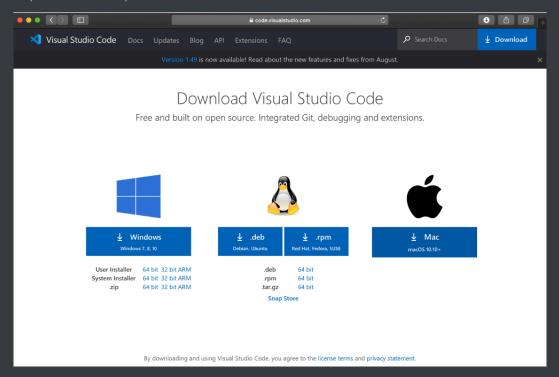
[>>> import cv2

[>>> cv2.__version__
'4.4.0'
>>> ]
```

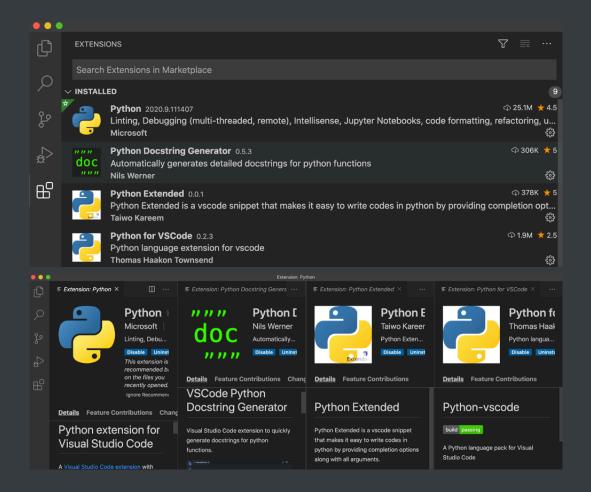
#### **Download Visual Studio Code (VS Code)**

In this section, we will show how to download Visual Studio, a code editor used to write OpenCv and Python programming language.

- 1. Go to <a href="https://code.visualstudio.com/download">https://code.visualstudio.com/download</a>
- 2. Click on Mac (macOS 10.10+) to download



- 3. After successfully downloading, go to Visual Studio Code
- 4. On the left navigation bar, click on "Extension"
- 5. Search and enable four essential packages including
  - (1) Python, (2) Python Docstring Generator, (3) Python Extended, (4) Python for VSCode



# How to read and write an image using OpenCV

#### How to read an image

1. Import OpenCV package

import cv2

2. Read an image

variable\_name = cv2.imread('image relative path')

3. Example

```
import cv2

# Read an image
# img, a variable to store a given image
img = cv2.imread('/Users/ladameas/Desktop/Testing Python/image_1.png')
```

#### How to write an image

1. Write an image

```
cv2.imwrite('Output Image Filepath', variable_name)
```

2. Example

```
import cv2

# Read an image
# " img ", a variable to store a given image
img = cv2.imread('/Users/ladameas/Desktop/Testing Python/image_1.png')

# Write an image
# " /Users/ladameas/Desktop/Testing Python/ ", a relative path for image to be stored
# " Original_Image_1.png ", a name given to output image`
cv2.imwrite('/Users/ladameas/Desktop/Testing Python/Original_Image_1.png',img)
```

#### How to show an image

1. Show an image

```
cv2.imshow('Output Image Filename', variable_name)

cv2.waitKey(0)

cv2.destroyAllWindows()
```

2. Example

```
# Read an image
# " img ", a variable to store a given image
img = cv2.imread('/Users/ladameas/Desktop/Testing Python/image_1.png')

# Write an image
# " /Users/ladameas/Desktop/Testing Python/ ", a relative path for image to be stored
# " Original_Image_1.png ", a name given to output image`
cv2.imwrite('/Users/ladameas/Desktop/Testing Python/Original_Image_1.png',img)

# Show an image
# " Original_Image_1 ", a name given to an image when displaying
cv2.imshow('Original_Image_1',img)

# Wait for a keyborad event, to be pressed
cv2.waitKey(0)
# Destroy all created windows
cv2.destroyAllWindows()
```

#### How to resize an image using IMUTILS

1. To install "imutils", go to terminal, type:

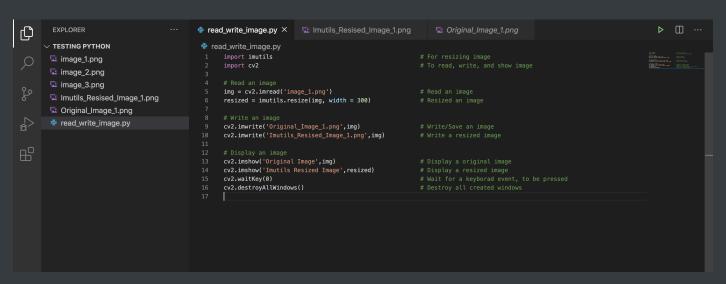
```
pip install imutils
```

2. To use "imutils"

```
import imutils
```

```
resized(variable_name) = imutils.resize(variable_name, width = XXX)
```

#### **Example**



### How to execute a python file using command line

- 1. Go to terminal
- 2. Go the relative path directory where python file is in, type:

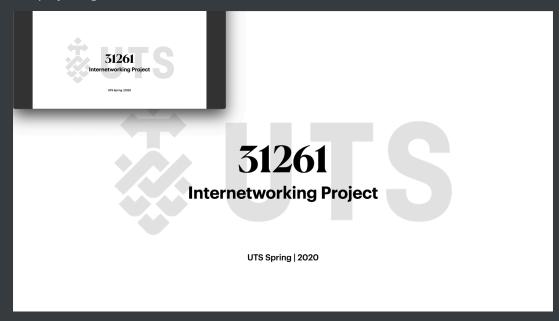
```
python + <python path of file>
```

For example:

python Desktop/Testing Python/read\_write\_imgae.py

```
ladameas — -zsh — 80×24
[(base) ladameas@ladas-MacBook-Pro ~ % python Desktop/Testing\ Python/read_write_]
image.py
```

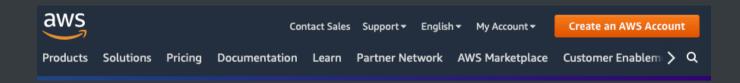
Example of display image:



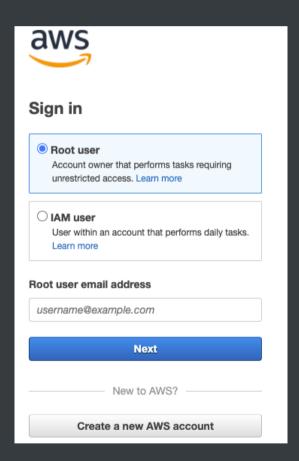
# Deploying a Flask Application on Amazon Web Service (AWS) EC2 Instance

#### Create an AWS user account

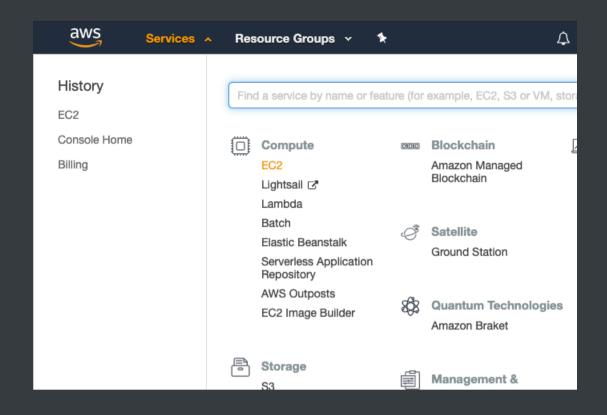
1. Go to https://aws.amazon.com, select "Create an AWS Account" and continue to create an account



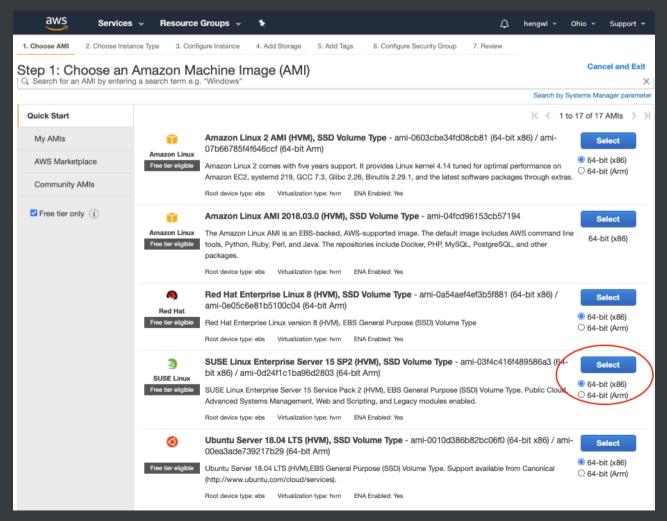
2. Upon logging back into your account, select login option "Root user", enter you email, password and proceed with signing in.



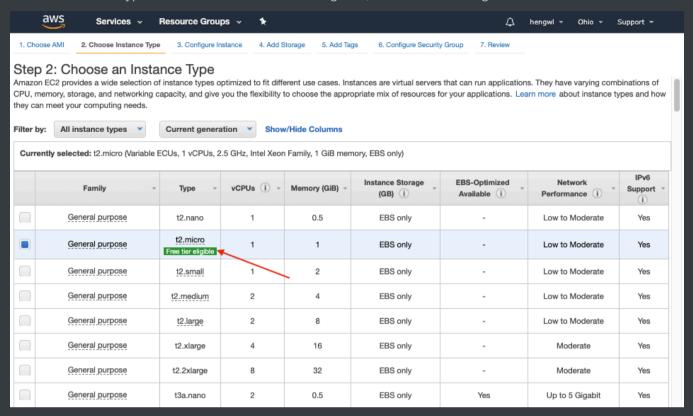
3. Click on the **Services** tab, under **Compute**, select **EC2** and **Launch Instance**.



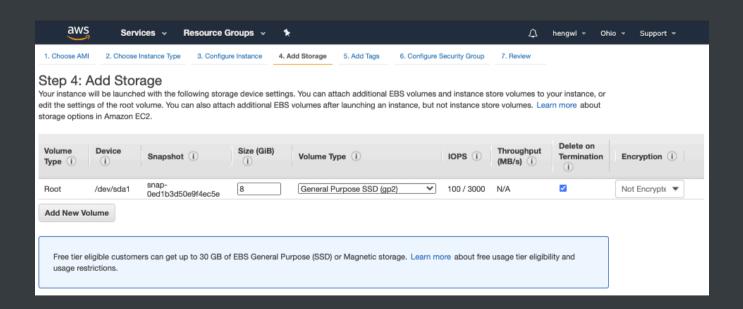
4. Under Quick Start, check "Free tier only" checkbox and select Ubuntu Server.



5. Ensure the select type is indicated with "Free tier eligible", click "Next: Configure Instance Details"

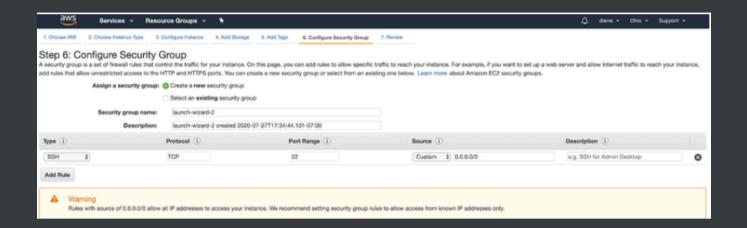


4. Continue by click "Add Storage". Select the amount of storage required by your server. Free tier customer can get up to 30GB of storage. *Caution*: If you application exceed the free BG allocation, you will be charged. After indicating your storage requirement, click "Next: Add Tags"

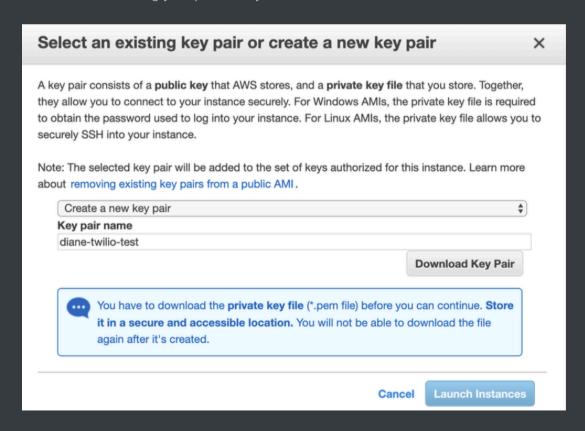


4. Tag are used to categorise your AWS resources for different use cases, making it easier to keep track of resources. It might not be necessary if you only plan on using AWS once for this specific application. Click "Configure Security Group" to move on.

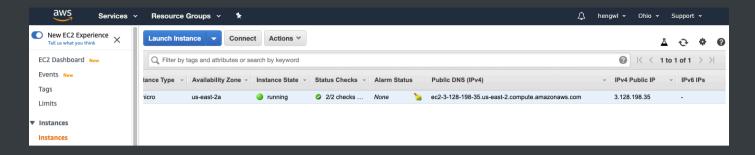
5. Configuring security group is the last step before launching the AWS EC2 Instance. Set you security group name and description. Also, you have to add the necessary protocols and ports for your application. Such as port 80 for HTTP, Port 443 for HTTPS or if your flask application is running on custom port of 5000, add "Custom TCP Rule", port range of 5000, Source: 0.0.0.0/0 (indicating all address with port 5000). Once done, click "Review and Launch"



6. After your review your settings, click "Launch" and you will be prompted a pop-up window asking you to select/ create a key pair. Select *Create a new key pair*, give your key pair a name. Click "*Download Key Pair*", save this private key file .pem to a secure location. That is the only way you can access your web application. After downloading your private key file, click "Launch Instance".



10. Once instance launch, you will be able to retrieve your public IP address under **IPv4 Public IP** header when the Instance State shows "running".



#### SSH into your AWS EC2 Instance

1. Open your putty or terminal, locate the directory with the .pem file. Change the permission with R and W.

```
chmod 600 ./<YOUR_PEM_NAME>.pem
```

2. Next, set up the SSH environment by typing

```
ssh-add ./<YOUR_PEM_NAME>.pem
```

You will see the following response text in your terminal:

```
1 Identity added: ./diane-twilio-test.pem (./diane-twilio-test.pem)
```

3. Retrieve your public IP address from the EC2 Instance dashboard, and type

```
ssh ubuntu@<PUBLIC_IP_ADDRESS>
```

Respond with "yes", you will notice that your terminal shell is now your Ubuntu shell. It will look something like

```
Welcome to Ubuntu 18.04.5 LTS (GNU/Linux 5.3.0-1032-aws x86_64)
* Documentation: https://help.ubuntu.com
* Management:
                  https://landscape.canonical.com
* Support:
                  https://ubuntu.com/advantage
 System information as of Tue Sep 8 12:19:08 UTC 2020
 System load: 0.0
                                                       100
                                  Processes:
 Usage of /: 16.0% of 23.20GB Users logged in:
                                                       1
 Memory usage: 46%
                                  IP address for eth0: 172.31.8.130
 Swap usage:
 * Kubernetes 1.19 is out! Get it in one command with:
     sudo snap install microk8s --channel=1.19 --classic
  https://microk8s.io/ has docs and details.
 * Canonical Livepatch is available for installation.
   - Reduce system reboots and improve kernel security. Activate at:
    https://ubuntu.com/livepatch
26 packages can be updated.
0 updates are security updates.
*** System restart required ***
Last login: Tue Sep 8 04:35:55 2020 from 218.212.113.224
ubuntu@ip-172-31-8-130:~$
```

#### Installing the required libraries and application

1. In AWS EC2 Instance, Ubuntu

```
$ sudo apt update
$ sudo apt install python3 python3-pip tmux htop flask
```

2. Make a directory of the application you wish to deploy (optional) in AWS EC2 Instance, Ubuntu.

```
$ mkdir deployedapp
```

3. Your local machine, inside your application that your wish to transfer

```
$ pip freeze > requirement.txt
```

- 4. Copy the full path of your application in your local machine **<FULL\_PATH>**
- 5. In. AWS EC2 Instance, Ubuntu

```
$ sudo rsync -rv <FULL_PATH>/
ubuntu@<PUBLIC_IP_ADDRESS>:/home/ubuntu/deployedapp
```

This process will take a few minutes depending on the size of your program.

#### Deploying your application on AWS EC2 Instance

1. Using **tmux** command to create a new session with any name. This is where your application will run live.

```
$ tmux new -s <NAME_OF_SESSION>
```

2. Once inside your session, install the requirements of your application ie. the libraries required

```
$ pip install -r requirements.txt
```

3. If your application runs inside a virtual environment, you may install venv and activate it.

```
pip3 install venv
```

\$ source venv/bin/activate

- 4. Run your application.
- 5. To detach from the session, press **CTRL B** follow by **D** and you will see the following message. And **CTRL D** will kill the session

```
[detached (from session Server)]
ubuntu@ip-172-31-8-130:~$
```

6. To resume an active session,

```
$ tmux attach -t <SESSION_NAME>
```

7. To list all active session,

\$ tmux ls

# Flask server setting

```
from flask import request, Flask
@app.route("/", methods="POST")
def your_app_name():
    ...

if __name__ == "__main__":
    app.run("0.0.0.0", port=<YOUR_APP_PORT>) #an example port number could be 5000
```

# Flask client setting

```
import requests

if __name__ == "__main__":
    url = "<YOUR_PUBLIC_IP_ADDRESS>:<YOUR_APP_PORT_NUMBER>"
    ...
    ...
    variable = requests.post(url, ...) #files, data etc.
```