Empirical study on chat rooms for Stack Overflow questions

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Sept. 27, 2019

What are chat rooms in Stack Overflow?

Chat rooms FAQ

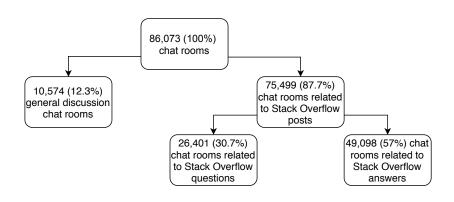
What is this?

It's a real time, persistent collaborative chat for the Stack Overflow community. Only members of Stack Overflow with at least 20 reputation may talk here – but all the conversations are free, open, and public to read by anyone.

What can we chat about?

This site is an extension of Stack Overflow, so discussion should more or less revolve around the same topics you'd find at Stack Overflow — but in an interactive, less strictly Q&A focused way. Do have fun, but please keep it professional and *always* be respectful of your fellow community members.

Types of Chat Rooms



How are question chat rooms created?

P

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You can do it with cvGetPerspectiveTransform and cvWarpPerspective . -
    Piotr Praszmo Jan 31 '12 at 17:02
in CvMat* cvGetPerspectiveTransform(const CvPoint2D32f* src. const CvPoint2D32f* dst.
   CvMat* mapMatrix), src would be my 4 points in my boxPoints, and dst the points [0.0],
    [0,destImq->width], [destImq->height,0], [destImq->height,destImq->width] ? - CTZStef Jan
    31 '12 at 17:11
Yes. I'm not sure about the order of vertices, but you will see if you need to swap them. —
   Piotr Praszmo Jan 31 '12 at 17:25
   I googled on it a little, the order of vertices seems to be good; however it acts strangely, I get a
   full white image... see my edit above - CTZStef Jan 31 '12 at 17:32
   Actually I get a full black image... - CTZStef Jan 31 '12 at 17:47
Transformation seems correct. I'm not sure what cvAnd is supposed to do. Check if
    ROIimg contains expected image. - Piotr Praszmo Jan 31 '12 at 17:56
Yes it does, I check this here: cvCvtColor(ROlimg,in,CV_GRAY2BGR); Even if I try it on
    another image, like my first image in, thresImgResized is always black - CTZStef Jan 31 '12
    at 18:05
   let us continue this discussion in chat - Piotr Praszmo Jan 31 '12 at 18:07
```

Begining of chat room



Jan 31, 13:07

Banthar

You can do it with cvGetPerspectiveTransform and cvWarpPerspective.

CTZStef

in CvMat* cvGetPerspectiveTransform(const CvPoint2D32f* src, const CvPoint2D32f* dst, CvMat* mapMatrix), src would be my 4 points in my boxPoints, and dst the points [0,0], [0,destImg->width], [destImg->height,0], [destImg->height,destImg->width] ?

... Omitted messages...

CTZStef 🙀

then I will approve it and open a new question if I need further help THANK you very much Banthar for your help!!!!! Jan 31, 13:33

14 days later...



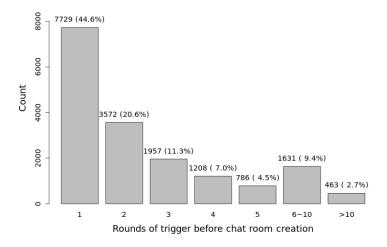
This room has been automatically frozen for inactivity

Feb 14, 19:52

The last message was posted 2780 days ago.

End of chat room

Rounds of trigger



Thank you!