

## ДОДАТОК А

## Лістинг програми 1

```
// Файл 1.cpp

#include <afxwin.h>
#include <cxcore.h>
#include <cv.h>
#include <cvcam.h>
#include <highgui.h>
#include "1.h"
#include <string.h>
#include <assert.h>
#include <math.h>
#include <float.h>
#include <limits.h>
#include <time.h>
#include <ctype.h>

void mycallback(IplImage *img);
IplImage *image1,*src2,*dst,*dst2,*dst3,*dst4,*gray,*dst5,*dst6,*dst7,*dst8;
int contNum=0;
int harrist=0;
int cannyt=0;
int thresh=0;
int thresh2=0;
CvRect camSpace;
CvMoments moments;
CvPoint centre_of_mass;
CvSeq *contour;
CvMemStorage *storage,*storage2;
bool bCreate=true;
double m=2;
CvPoint2D32f center;
static CvHaarClassifierCascade* cascade = 0;
const char* cascade_name = "haarcascade_frontalface_alt2.xml";
int Haart= 0;
BOOL CApp::InitInstance()
{
    m_pMainWnd=new CMainWin;
    m_pMainWnd->ShowWindow(m_nCmdShow);
    m_pMainWnd->UpdateWindow();
    return TRUE;
}
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}
BEGIN_MESSAGE_MAP(CMainWin,CFrameWnd)
ON_WM_CLOSE()
END_MESSAGE_MAP()
CApp App;
CMainWin::CMainWin()
{ Create (NULL, "OpenCV");
HWND w= this->GetSafeHwnd();
int ncams=cvcamGetCamerasCount();
if (ncams)
{   bCreate=true;
VidFormat vidFmt={800,600,20.0};
cvcamSetProperty(0,CVCAM_PROP_ENABLE,CVCAMTRUE);
cvcamSetProperty(0,CVCAM_PROP_CALLBACK,mycallback);
cvcamSetProperty(0,CVCAM_PROP_WINDOW,&w);
cvcamSetProperty(0,CVCAM_PROP_SETFORMAT,&vidFmt);
cvNamedWindow(cvGetWindowName(w),CV_WINDOW_AUTOSIZE);
cvNamedWindow( "Canny", 1 );
cvCreateTrackbar("CannyTrack","Canny",&cannyt,200,NULL);
cvResizeWindow("Canny",320,200);
cvNamedWindow( "Contour", 3 );
cvNamedWindow("Sobel",2);
cvResizeWindow("Sobel",320,200);
cvNamedWindow("CornerDetect",9);
cvNamedWindow("Harris",5);
cvResizeWindow("Harris",320,200);
cvCreateTrackbar("HarrisTrack","Harris",&harrist,200,NULL);
cvNamedWindow( "threshold", 7 );
cvCreateTrackbar("threshold","threshold",&thresh,200,NULL);
cvNamedWindow( "Adaptive", 8 );
cvCreateTrackbar("Adaptive","Adaptive",&thresh2,200,NULL);
cascade = (CvHaarClassifierCascade*)cvLoad( cascade_name, 0, 0, 0 );
if(!cvcamInit())  MessageBox("Error");
    else  cvcamStart();
}
else MessageBox ("Camera not found");
}
void mycallback(IplImage *src)
{   image1 = src;
    if (bCreate)
    {
        storage=cvCreateMemStorage();
        src2=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_8U,3);
        dst=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_8U,3);
        dst2=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_32F,3);
    }
}

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dst3=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_8U,1);
dst4=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_8U,1);
dst5=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_32F,1);
dst6=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_32F,1);
dst7=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_8U,1);
dst8=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_32F,1);
gray=cvCreateImage(cvSize(src->width,src->height),IPL_DEPTH_8U,1);
        bCreate=false;
    }
    for (int k=0;k<image1->height;k+=600)
        for(int j=(image1->widthStep)*k;j<(image1->widthStep)*(k+1);j+=image1->nChannels)
            {
                image1->imageData[j]=(char) 255;
                image1->imageData[j+1]=0;
                image1->imageData[j+2]=0;
            }
        cvFlip(src,src2);
        cvSobel(src2,dst,1,3,7);
        cvShowImage("Sobel",dst);
        cvCvtColor(src2,gray,CV_RGB2GRAY);
        cvCanny(gray,dst3,25,100+cannyt,3);
        cvShowImage("Canny",dst3);

CvScalar
color=CV_RGB(rand()&255,rand()&255,rand()&255);contNum=cvFindContours(
dst3,storage,&contour,sizeof(CvContour),CV_RETR_CCOMP,CV_CHAIN_APPROX_SIMPLE);
        for(;contour!=0;contour=contour->h_next)
            { cvDrawContours(dst7,contour,color,color,-1,1,8);
cvMoments(contour,&moments,0);
centre_of_mass.x=moments.m10/moments.m00;
centre_of_mass.y=moments.m01/moments.m00;
cvCircle(dst7,centre_of_mass,5,CV_RGB(255,255,255),1,8,0);}
cvShowImage("Contour",dst7);
cvCornerHarris(gray,dst8,3,7,harrist/1000.0);
cvShowImage("Harris",dst8);
static CvScalar colors[] =
    {
        {{0,0,255}},
        {{0,128,255}},
        {{0,255,255}},
        {{0,255,0}},
        {{255,128,0}},
        {{255,255,0}},
        {{255,0,0}},
        {{255,0,255}}
    }

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};
double scale = 1.3;
IplImage* gray2 = cvCreateImage( cvSize(src->width,src->height), 8, 1 );
IplImage* small_img = cvCreateImage( cvSize( cvRound (src->width/scale),
cvRound (src->height/scale)),8, 1 );  int i;
cvCvtColor( src, gray2, CV_BGR2GRAY );
cvResize( gray2, small_img, CV_INTER_LINEAR );
cvEqualizeHist( small_img, small_img );
cvClearMemStorage( storage );
if( cascade )
{ double t = (double)cvGetTickCount();
  CvSeq* face = cvHaarDetectObjects( small_img, cascade,
storage,1.1,1,0,cvSize(30,30));
  t = (double)cvGetTickCount() - t;
  printf( "detection time = %gms\n", t/((double)cvGetTickFrequency()*1000.) );
  for( i = 0; i < (face ? face->total : 0); i++ )
  { CvRect* r = (CvRect*)cvGetSeqElem( face, i );
    CvPoint center;
    int radius;
    center.x = cvRound((r->x + r->width*0.5)*scale);
    center.y = cvRound((r->y + r->height*0.5)*scale);
    radius = cvRound((r->width + r->height)*0.5*scale);
    cvCircle( src, center, radius, colors[i%8], 3, 8, 0 );
  }
}
cvPreCornerDetect(dst3,dst5,5);
cvShowImage( "CornerDetect", dst5 );
cvLogPolar( dst, src2, cvPoint2D32f(src->width/2,src->height/2), 40,
CV_INTER_LINEAR+CV_WARP_FILL_OUTLIERS+CV_WARP_INVERSE_
MAP );
cvShowImage( "log-polar", dst );
cvShowImage( "inverse log-polar", src2 );
cvWaitKey();
cvThreshold(src2,dst,2,10+thresh,CV_THRESH_BINARY_INV);
cvShowImage( "threshold", dst );
cvAdaptiveThreshold(dst3,dst4,5+thresh2,CV_ADAPTIVE_THRESH_MEAN_C,
CV_THRESH_BINARY,3,5);
cvShowImage( "Adaptive", dst4 );
cvShowImage( "result", src );
cvReleaseImage( &gray2 );
cvReleaseImage( &small_img );
cvZero(dst);
cvZero(gray);;
cvZero(dst2);
cvZero(dst3);

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cvZero(dst6);
cvZero(dst7);
cvZero(dst8);
cvZero(dst5);
}
void CMainWin::OnClose()
{ cvcamStop();
cvDestroyAllWindows();
cvcamExit();
if(!bCreate)cvReleaseImage(&dst);
DestroyWindow();
}

// Файл 1.h

#ifdef _MSC_VER > 1000
#pragma once
class CMainWin : public CFrameWnd
{
public:
    CMainWin();
    void OnClose();
    DECLARE_MESSAGE_MAP();
};
class CApp : public CWinApp
{
public:
    BOOL InitInstance();
};
```

## ДОДАТОК Б

## Лістинг програми 2

```

#include "cv.h"
#include "cxcore.h"
#include "highgui.h"
#include "math.h"
#include <iostream>
#include <stdio.h>
#include <string.h>
#include <conio.h>
#include <sstream>

using namespace std;
double angle( CvPoint* pt1, CvPoint* pt2, CvPoint* pt0 )
{
    double dx1 = pt1->x - pt0->x;
    double dy1 = pt1->y - pt0->y;
    double dx2 = pt2->x - pt0->x;
    double dy2 = pt2->y - pt0->y;
    return (dx1*dx2 + dy1*dy2)/sqrt((dx1*dx1 + dy1*dy1)*(dx2*dx2 + dy2*dy2) +
1e-10);}
CvSeq* findSquares4( IplImage* img, CvMemStorage* storage )
{ double s = 0, t = 0;
  CvSeq* contours = NULL;
  CvSeq* result = NULL;
CvSeq* squares = cvCreateSeq( 0, sizeof( CvSeq), sizeof( CvPoint), storage );
cvFindContours( img, storage, &contours, sizeof( CvContour),
CV_RETR_LIST, CV_CHAIN_APPROX_SIMPLE, cvPoint( 0, 0 ) );
while( contours )
    { result = cvApproxPoly( contours, sizeof( CvContour), storage,
CV_POLY_APPROX_DP, cvContourPerimeter( contours)*0.02, 0 );
    if( result->total == 4 && fabs( cvContourArea( result,
CV_WHOLE_SEQ)) > 1000 && fabs( cvContourArea( result,
CV_WHOLE_SEQ)) <( img->height * img->width/2 ) &&
cvCheckContourConvexity( result )
        { s = 0;
          for( int i = 0; i < 5; i++ )
              { if( i >= 2 ) { t = fabs( angle( (
CvPoint*)cvGetSeqElem( result, i ), ( CvPoint*)cvGetSeqElem( result, i-2 ), (
CvPoint*)cvGetSeqElem( result, i-1 ))) );
                s = s > t ? s : t; } }

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if( s < 0.5 )for( int i = 0; i < 4; i++ )cvSeqPush( squares,
(CvPoint*)cvGetSeqElem( result, i ));
contours = contours->h_next; }
cout<<">>> rectangles: "<< squares->total/4 <<endl;
return squares;}
void drawSquares(IplImage *img, CvSeq* squares )
{ CvFont font;
cvInitFont( &font, CV_FONT_HERSHEY_SIMPLEX, 0.4f, 0.4f, 0,1, 8 );
int i,j = 0;
CvSeqReader reader;
cvStartReadSeq( squares, &reader, 0 );
for( i = 0; i < squares->total; i += 4 )
    { j++;
      CvPoint pt[4], *rect = pt;
      int count = 4;
      // read 4 vertices
      CV_READ_SEQ_ELEM( pt[0], reader );
      CV_READ_SEQ_ELEM( pt[1], reader );
      CV_READ_SEQ_ELEM( pt[2], reader );
      CV_READ_SEQ_ELEM( pt[3], reader );
      cvCircle( img, pt[1], 2, CV_RGB(200,0,0),1, 8, 0 );
      cvCircle( img, pt[2], 4, CV_RGB(200,0,0),1, 8, 0 );
      cvLine( img, pt[1], pt[2], CV_RGB(255,255,255),1, 8, 0 )
      double angle = abs(pt[1].y-pt[2].y)/sqrt((pt[1].x-pt[2].x)*(pt[1].x-pt[2].x)+(pt[1].y-
pt[2].y)*(pt[1].y-pt[2].y)+0.00001); char st[255]; sprintf(st, "%2f", angle);
      cvLine( img, cvPoint(0,img->height/2), cvPoint(img->width,img->height/2),
      CV_RGB(200,200,200),1, 8, 0 );
      cvLine( img, cvPoint(img->width/3,0), cvPoint(img->width/3,img->height),
      CV_RGB(200,200,200),1, 8, 0 );
      cvLine( img, cvPoint(img->width/3*2,0), cvPoint(img->width/3*2,img->height),
      CV_RGB(200,200,200),1, 8, 0 );
      cvPutText( img, st, pt[1], &font, CV_RGB(200,0,0));
      cvPolyLine( img, &rect, &count, 1, 1, CV_RGB(255,255,255), 1, CV_AA, 0 );}}
int main() { int c = 0;
CvCapture* capture = cvCaptureFromCAM(0);
f(!cvQueryFrame(capture)){cout<<"Video capture failed, please check the
camera."<<endl;}else{cout<<"Video camera capture status: OK"<<endl;};
    CvSize sz = cvGetSize(cvQueryFrame(capture));
    cvNamedWindow( "out", 0);
    cvNamedWindow( "src", 1);
    IplImage* src = cvCreateImage( sz, 8, 3 );
    IplImage* gray = cvCreateImage( sz, 8, 1 );
    IplImage* pyr = cvCreateImage( cvSize(sz.width/2, sz.height/2), 8, 3 );
    IplImage* tgray = cvCreateImage( sz, 8, 1 );

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CvMemStorage* storage = cvCreateMemStorage(0);
CvSeq* contours = NULL;
CvMemStorage* mainStorage = cvCreateMemStorage(0);
CvMemStorage* cstorage = cvCreateMemStorage( 0);
CvSeq* circles = NULL;
while(c != 27)  {      IplImage* img = NULL;
                    IplImage* out = NULL;

src = cvQueryFrame( capture);
img = cvCloneImage( src); out = cvCloneImage( src);
cvPyrDown( img, pyr, 7 ); cvPyrUp( pyr, img, 7 );
cvSetImageCOI( img, 2 );
cvCopy( img, tgray, 0 );
cvThreshold( tgray, gray, 100, 255, CV_THRESH_BINARY );
cvShowImage( "src", gray);
cvFindContours( gray, storage, &contours, sizeof(CvContour),
CV_RETR_LIST, CV_CHAIN_APPROX_SIMPLE, cvPoint(0,0) );
circles = cvHoughCircles( gray, cstorage, CV_HOUGH_GRADIENT, 1,
gray->height/16, 8, 10, 4, 50 );
cout <<"Total circles: " << circles->total <<endl;
for( int i = 0; i < circles-> total; i++)
    {      float* p = ( float*)cvGetSeqElem( circles, i );
cvCircle( out, cvPoint( cvRound( p[0]), cvRound( p[1])), 2, CV_RGB(
200, 0, 0), -1, 8, 0 );
cvCircle( out, cvPoint( cvRound( p[0]), cvRound( p[1])), cvRound( p[2]),
CV_RGB( 200, 0, 0), 1, 8, 0 );      }
drawSquares(out,findSquares4(gray,mainStorage));
cvReleaseImage( &img);
cvShowImage( "out", out);
cvReleaseImage( &out);
c = cvWaitKey(10);  }
cvReleaseCapture( &capture );
cvDestroyAllWindows();}

```

**ДОДАТОК В**  
Демонстраційний матеріал

