



Android Application Programming with OpenCV

Build Android apps to capture, manipulate, and track objects in 2D and 3D

Joseph Howse

PACKT

Android Application Programming With Opencv

**Nisarg Thakkar, Salil Kapur, Vinjn
Zhang**



Android Application Programming With Opencv:

Android Application Programming with OpenCV Joseph Howse, 2013-09-25 A step by step tutorial to help you master computer vision and mobile app development This book is for Java developers who are new to computer vision and who would like to learn about how it is used in relation to application development It is assumed that you have previous experience in Java but not necessarily Android A basic understanding of image data for example pixels and color channels would be helpful too You are expected to have a mobile device running Android 2.2 Froyo or greater and it must have a camera

Mastering Opencv Android Application Programming Nisarg Thakkar, Salil Kapur, Vinjn Zhang, 2015-07-29 If you are a Java and Android developer looking to enhance your skills by learning the latest features of OpenCV Android application programming then this book is for you

Android Application Programming with Opencv 3 Joseph Howse, 2015-06-26 If you are a Java developer who is new to computer vision and would like to learn through application development then this book is for you You are expected to have a mobile device running Android 2.2 Froyo or greater including a camera Experience in Java is a must

Mastering OpenCV Android Application Programming Salil Kapur, Nisarg Thakkar, 2015-07-29 OpenCV is a famous computer vision library used to analyze and transform copious amounts of image data even in real time and on a mobile device This book focuses on leveraging mobile platforms to build interactive and useful applications The book starts off with an introduction to OpenCV and Android and how they interact with each other using OpenCV's Java API You'll also discover basic image processing techniques such as erosion and dilation of images before walking through how to build more complex applications such as object detection image stitching and face detection As you progress you will be introduced to OpenCV's machine learning framework enabling you to make your applications smarter The book ends with a short chapter covering useful Android tips and tricks and some common errors and solutions that people might face while building an application By the end of the book readers will have gained more expertise in building their own OpenCV projects for the Android platform and integrating OpenCV application programming into existing projects

OpenCV Android Programming By Example Amgad Muhammad, 2015-12-15 Develop vision aware and intelligent Android applications with the robust OpenCV library About This Book This is the most up to date book on OpenCV Android programming on the market at the moment There is no direct competition for our title Based on a technology that is increasing in popularity proven by activity in forums related to this topic This book uniquely covers applications such as the Panoramic viewer and Automatic Selfie among others Who This Book Is For If you are an Android developer and want to know how to implement vision aware applications using OpenCV then this book is definitely for you It would be very helpful if you understand the basics of image processing and computer vision but no prior experience is required What You Will Learn Identify and install all the elements needed to start building vision aware Android applications Explore image representation colored and gray scale Recognize and apply convolution operations and filtering to deal with

noisy data Use different shape analysis techniques Extract and identify interest points in an image Understand and perform object detection Run native computer vision algorithms and gain performance boosts In Detail Starting from the basics of computer vision and OpenCV we ll take you all the way to creating exciting applications You will discover that though computer vision is a challenging subject the ideas and algorithms used are simple and intuitive and you will appreciate the abstraction layer that OpenCV uses to do the heavy lifting for you Packed with many examples the book will help you understand the main data structures used within OpenCV and how you can use them to gain performance boosts Next we will discuss and use several image processing algorithms such as histogram equalization filters and color space conversion You then will learn about image gradients and how they are used in many shape analysis techniques such as edge detection Hough Line Transform and Hough Circle Transform In addition to using shape analysis to find things in images you will learn how to describe objects in images in a more robust way using different feature detectors and descriptors By the end of this book you will be able to make intelligent decisions using the famous Adaboost learning algorithm Style and approach An easy to follow tutorial packed with hands on examples Each topic is explained and placed in context and the book supplies full details of the concepts used for added proficiency *OpenCV By Example* Prateek Joshi,David Millan Escrivá,Vinicius Godoy,2016-01-22 Enhance your understanding of Computer Vision and image processing by developing real world projects in OpenCV 3 About This Book Get to grips with the basics of Computer Vision and image processing This is a step by step guide to developing several real world Computer Vision projects using OpenCV 3 This book takes a special focus on working with Tesseract OCR a free open source library to recognize text in images Who This Book Is For If you are a software developer with a basic understanding of Computer Vision and image processing and want to develop interesting Computer Vision applications with Open CV this is the book for you Knowledge of C is required What You Will Learn Install OpenCV 3 on your operating system Create the required CMake scripts to compile the C application and manage its dependencies Get to grips with the Computer Vision workflows and understand the basic image matrix format and filters Understand the segmentation and feature extraction techniques Remove backgrounds from a static scene to identify moving objects for video surveillance Track different objects in a live video using various techniques Use the new OpenCV functions for text detection and recognition with Tesseract In Detail Open CV is a cross platform free for use library that is primarily used for real time Computer Vision and image processing It is considered to be one of the best open source libraries that helps developers focus on constructing complete projects on image processing motion detection and image segmentation Whether you are completely new to the concept of Computer Vision or have a basic understanding of it this book will be your guide to understanding the basic OpenCV concepts and algorithms through amazing real world examples and projects Starting from the installation of OpenCV on your system and understanding the basics of image processing we swiftly move on to creating optical flow video analysis or text recognition in complex scenes and will take you through the commonly used Computer

Vision techniques to build your own Open CV projects from scratch By the end of this book you will be familiar with the basics of Open CV such as matrix operations filters and histograms as well as more advanced concepts such as segmentation machine learning complex video analysis and text recognition Style and approach This book is a practical guide with lots of tips and is closely focused on developing Computer vision applications with OpenCV Beginning with the fundamentals the complexity increases with each chapter Sample applications are developed throughout the book that you can execute and use in your own projects

Learning Firefox OS Application Development Tanay Pant, 2015-10-09 Learn to design build and deploy your Firefox OS applications built with web technologies to the Firefox Marketplace About This Book Create beautiful and interactive Firefox OS applications by applying your knowledge of web development Cater your applications to a huge number of users by porting them to the Firefox OS A step by step learning workflow with real life applications to demonstrate the concepts Who This Book Is For This is a practical guide that uses hands on examples to teach you how to create applications for Firefox OS and also how to port applications to Firefox Marketplace This book is intended for developers who want to build applications for Firefox OS An understanding of HTML5 JavaScript and CSS is required What You Will Learn Install use and access the Firefox OS simulator with the help of WebIDE Get to know about application manifest files and the essential difference between web applications and Firefox OS applications Create an application that measures the tapping speed of the user Create an application that allows a user to check in at a place with geolocation tagging Access device specific features with WebAPIs and implement these by building a photo editing and sharing application Submit your own applications to the Firefox Marketplace and share them with others Professionally maintain the code of your application with the help of Github and deploy your hosted applications to OpenShift In Detail With broad compatibility the latest in web technologies and powerful development tools Firefox is a great choice for both web developers and end users Firefox OS s promotion of HTML5 as a first class citizen opens up the walled gardens of mobile application development for web developers It is because of this initiative that no special SDKs are required to develop for Firefox OS This book will help you excel in the art of developing applications for Firefox OS It sequentially covers knowledge building skills acquisition and practical applications Starting with an introduction to Firefox OS usage of WebIDE and then the application structure this book introduces applications of increasing complexity with each chapter An application that measures your tapping speed a geolocation tagging application and a photo editing and sharing application are the three applications that will be built from scratch You will learn about topics such as the difference between various types of Firefox OS applications application manifest files offline apps and designing principles for applications You will also learn to test and submit the applications to the marketplace and finally maintain the repository of the Firefox OS application By the end you will be able to develop beautifully designed fully fledged and rigorously tested Firefox OS applications and also share them at the Firefox OS Marketplace Style and approach This book is an easy to grasp workflow with practical examples of real world applications

such as Clickr Check In and FotoFox Each chapter explains the concepts which are then reinforced as they are demonstrated in an application or a flowchart

Python Game Programming By Example Alejandro Rodas de Paz, Joseph Howse, 2015-09-28 A pragmatic guide for developing your own games with Python About This Book Strengthen your fundamentals of game programming with Python language Seven hands on games to create 2D and 3D games rapidly from scratch Illustrative guide to explore the different GUI libraries for building your games Who This Book Is For If you have ever wanted to create casual games in Python and you would like to explore various GUI technologies that this language offers this is the book for you This title is intended for beginners to Python with little or no knowledge of game development and it covers step by step how to build seven different games from the well known Space Invaders to a classical 3D platformer What You Will Learn Take advantage of Python's clean syntax to build games quickly Discover distinct frameworks for developing graphical applications Implement non player characters NPCs with autonomous and seemingly intelligent behaviors Design and code some popular games like Pong and tower defense Compose maps and levels for your sprite based games in an easy manner Modularize and apply object oriented principles during the design of your games Exploit libraries like Chimpunk2D cocos2d and Tkinter Create natural user interfaces NUIs using a camera and computer vision algorithms to interpret the player's real world actions In Detail With a growing interest in learning to program game development is an appealing topic for getting started with coding From geometry to basic Artificial Intelligence algorithms there are plenty of concepts that can be applied in almost every game Python is a widely used general purpose high level programming language It provides constructs intended to enable clear programs on both a small and large scale It is the third most popular language whose grammatical syntax is not predominantly based on C Python is also very easy to code and is also highly flexible which is exactly what is required for game development The user friendliness of this language allows beginners to code games without too much effort or training Python also works with very little code and in most cases uses the use cases approach reserving lengthy explicit coding for outliers and exceptions making game development an achievable feat Python Game Programming by Example enables readers to develop cool and popular games in Python without having in depth programming knowledge of Python The book includes seven hands on projects developed with several well known Python packages as well as a comprehensive explanation about the theory and design of each game It will teach readers about the techniques of game design and coding of some popular games like Pong and tower defense Thereafter it will allow readers to add levels of complexities to make the games more fun and realistic using 3D At the end of the book you will have added several GUI libraries like Chimpunk2D cocos2d and Tkinter in your tool belt as well as a handful of recipes and algorithms for developing games with Python Style and approach This book is an example based guide that will teach you to build games using Python This book follows a step by step approach as it is aimed at beginners who would like to get started with basic game development By the end of this book you will be competent game developers with good knowledge of programming in

Python **Professional Android Open Accessory Programming with Arduino** Andreas Goransson,David Cuartielles Ruiz,2013-01-04 Learn how to control your home or car from your Android smartphone air conditioning lights entertainment systems and more Android Open Accessory is a new simple and secure protocol for connecting any microcontroller empowered device to an Android smartphone or tablet This Wrox guide shows Android programmers how to use AOA with Arduino the microcontroller platform to control such systems as lighting air conditioning and entertainment systems from Android devices Furthermore it teaches the circuit building skills needed to create games and practical products that also take advantage of Android technology Introduces Android Open Accessory and shows how to set up the hardware and development environment Explains how to code both Android and Arduino elements of an accessory Features four complete projects developers can build using various sensors and indicators actuators including source code Gives Android developers the tools to create powerful sophisticated projects Professional Android Open Accessory with Android ADK and Arduino opens exciting new opportunities for Android developers **Soft Computing and Signal Processing** Jiacun Wang,G. Ram Mohana Reddy,V. Kamakshi Prasad,V. Sivakumar Reddy,2019-02-13 The book includes research papers on current developments in the field of soft computing and signal processing selected from papers presented at the International Conference on Soft Computing and Signal Processing ICSCSP 2018 It features papers on current topics such as soft sets rough sets fuzzy logic neural networks genetic algorithms and machine learning It also discusses various aspects of these topics like technologies product implementation and application issues

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