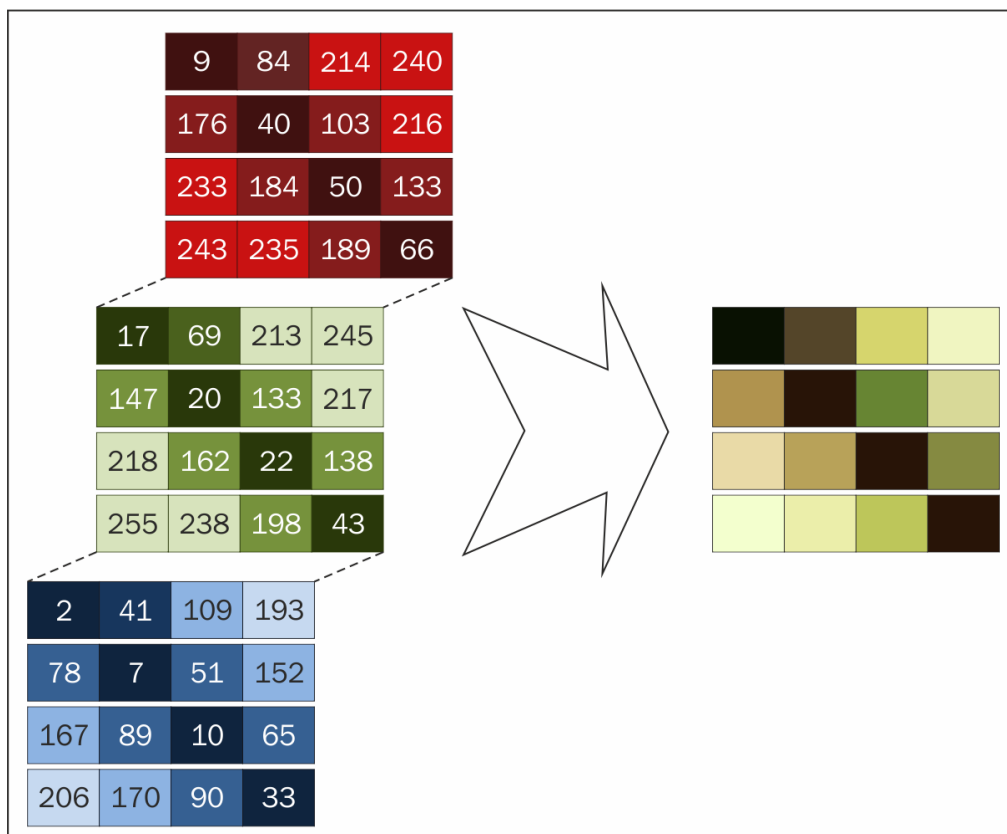
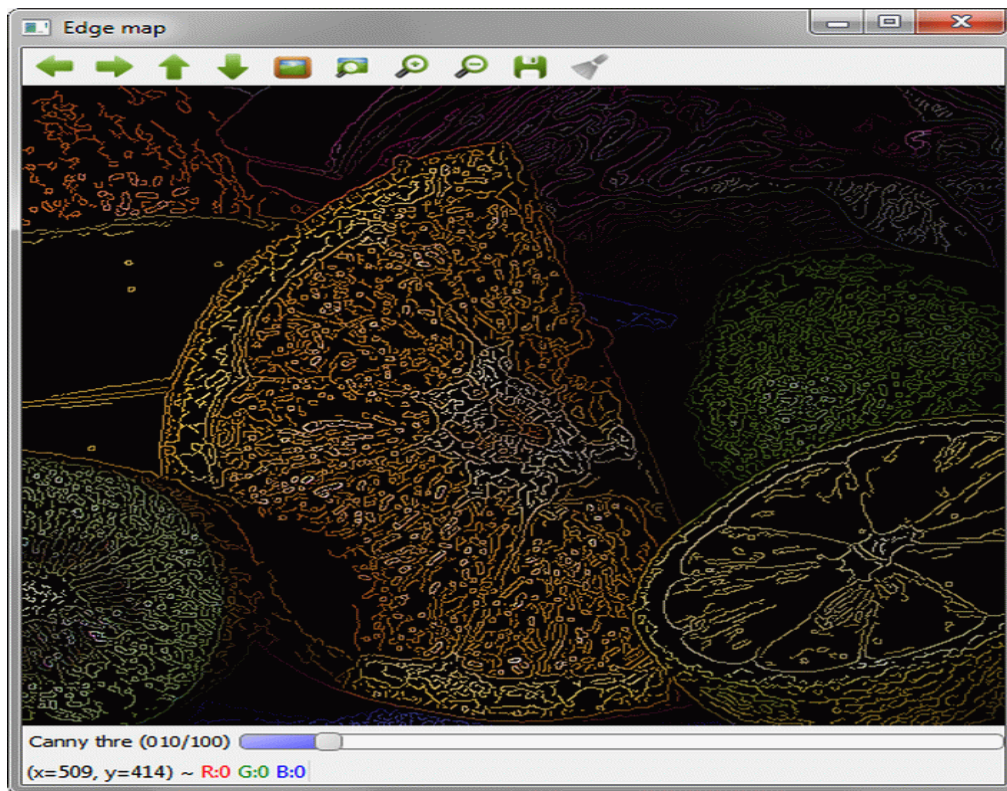
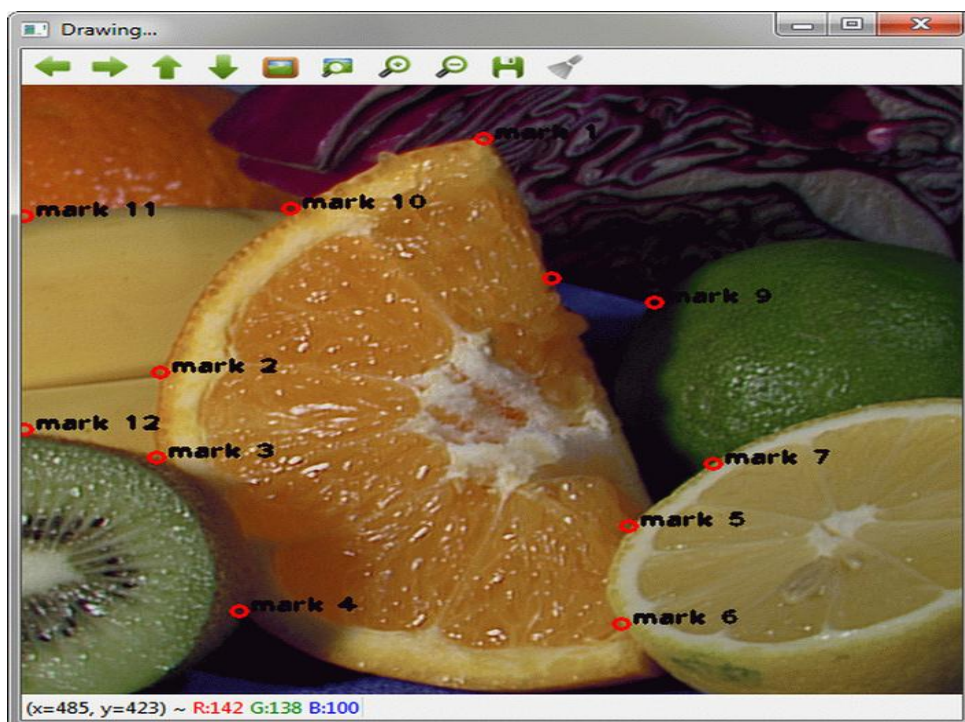
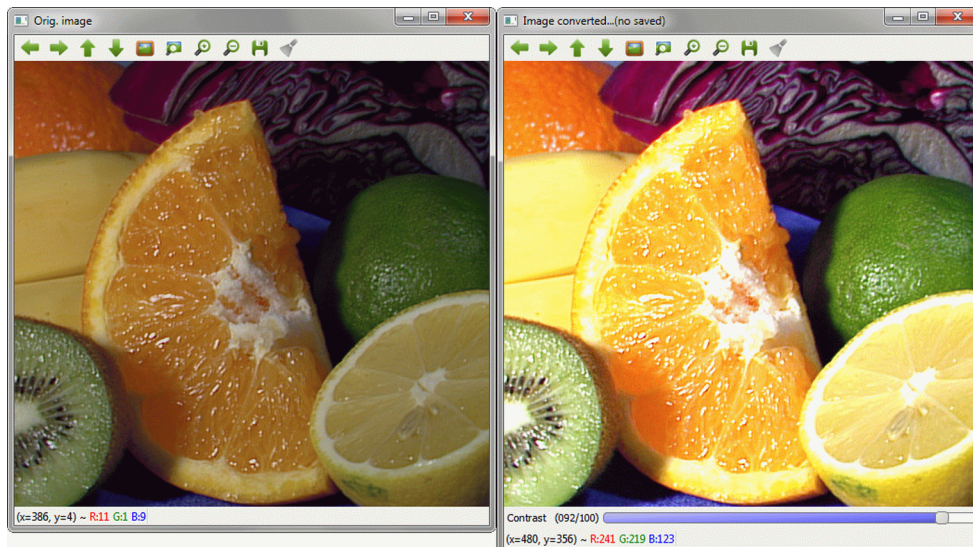
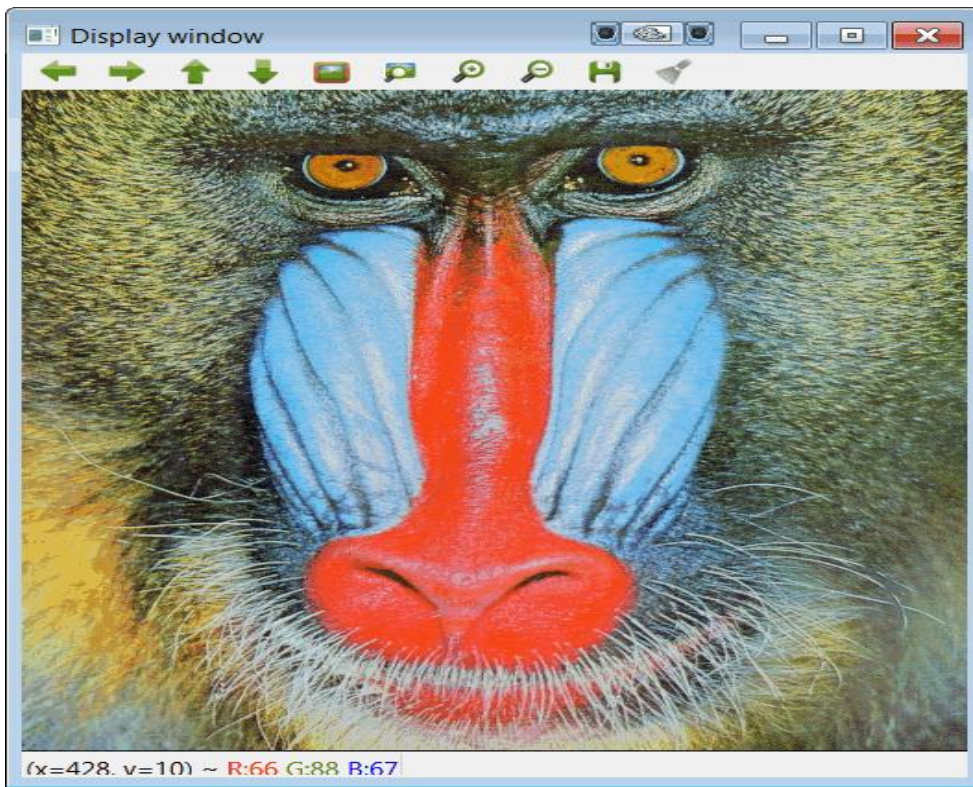
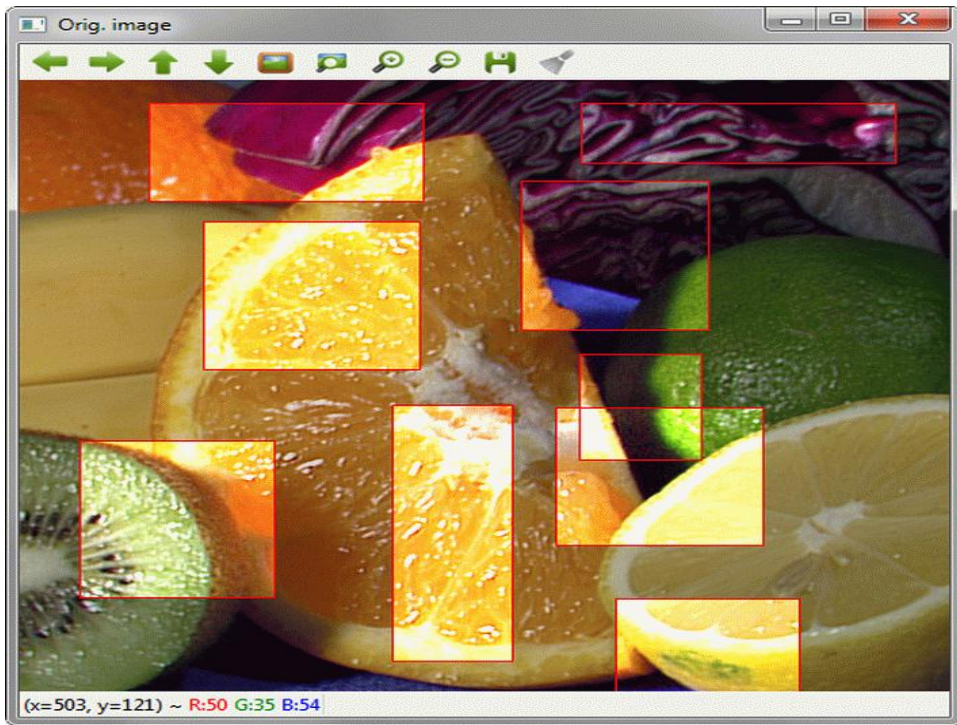


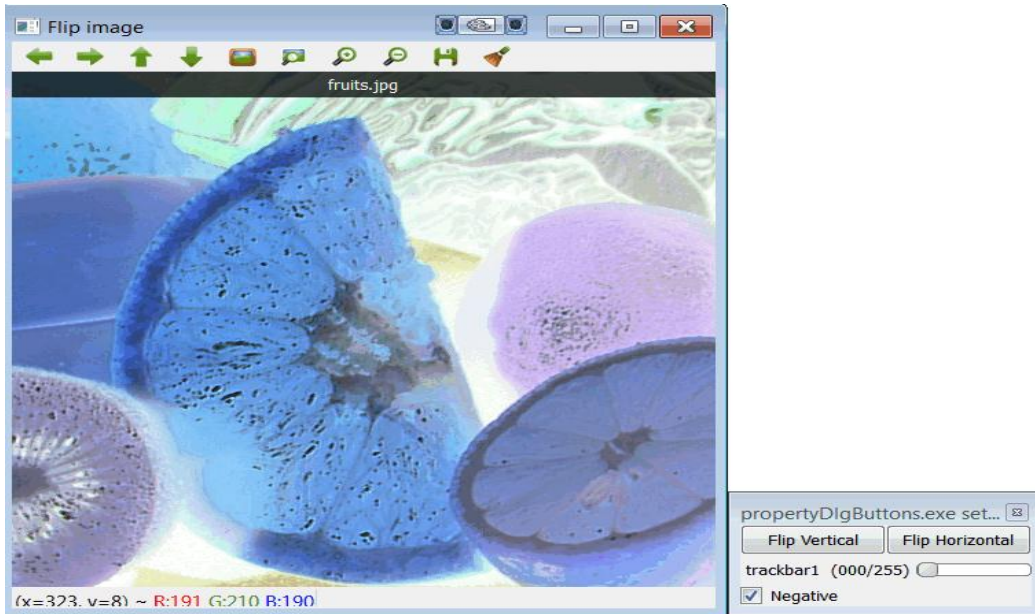
# Chapter 1: Getting Started



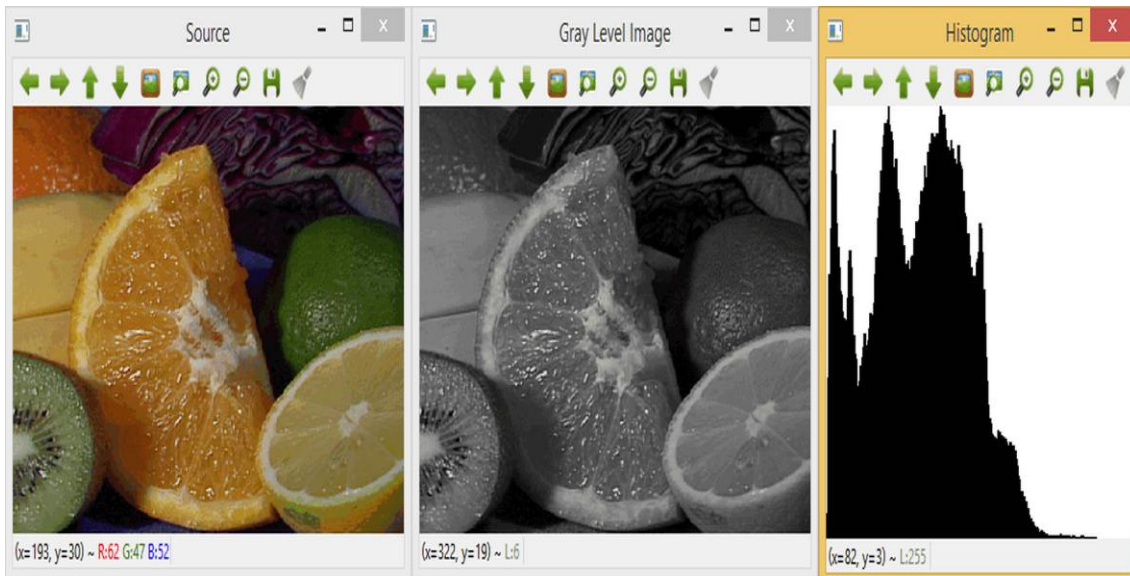
## Chapter 2: Something We Look At – Graphical User Interfaces

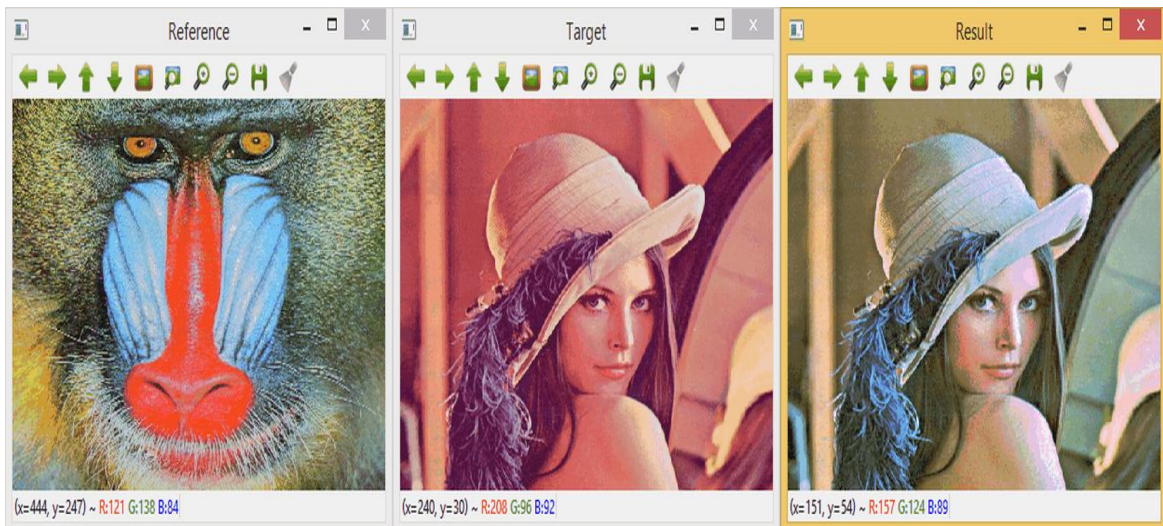
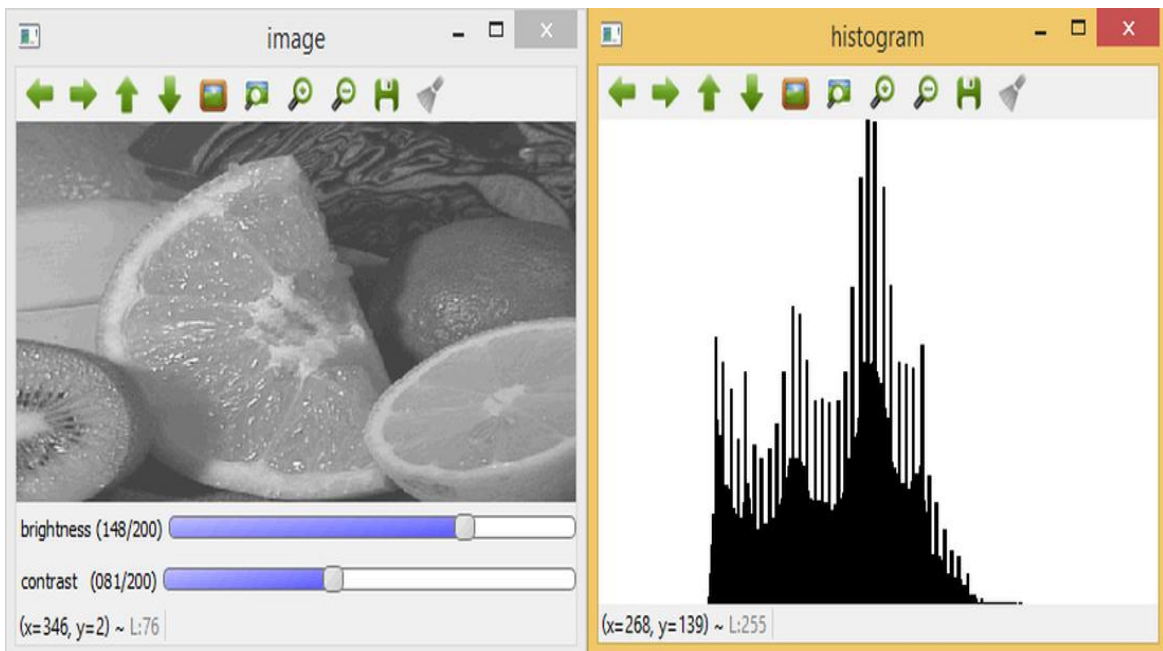
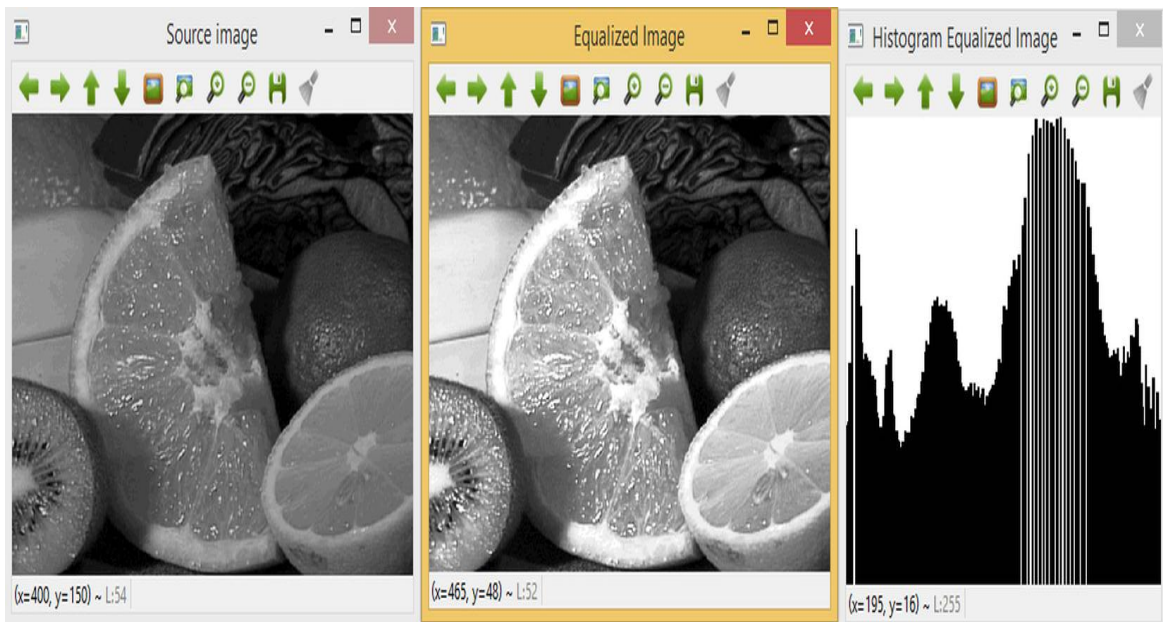


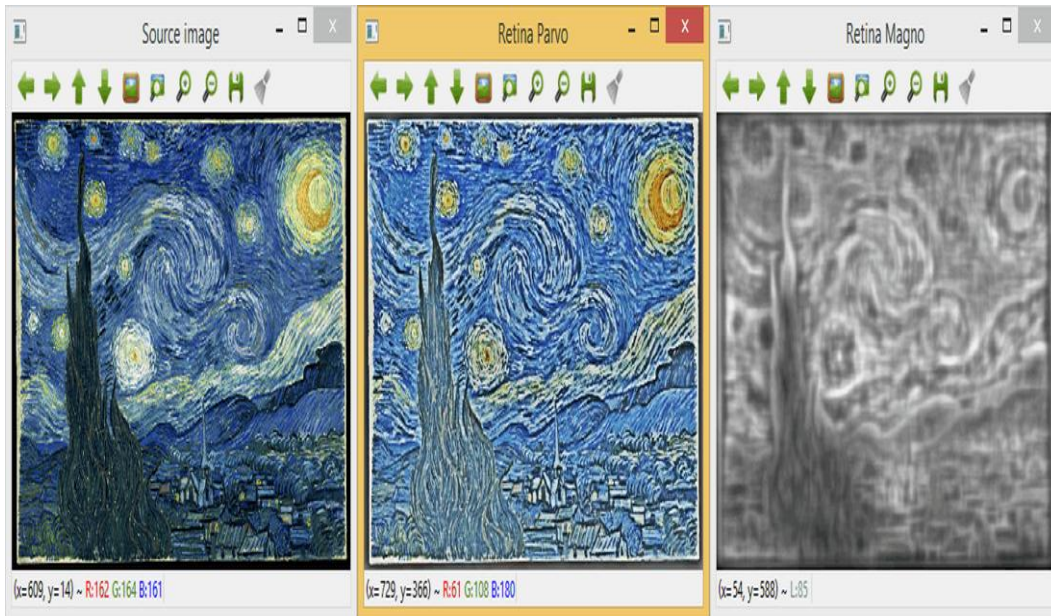
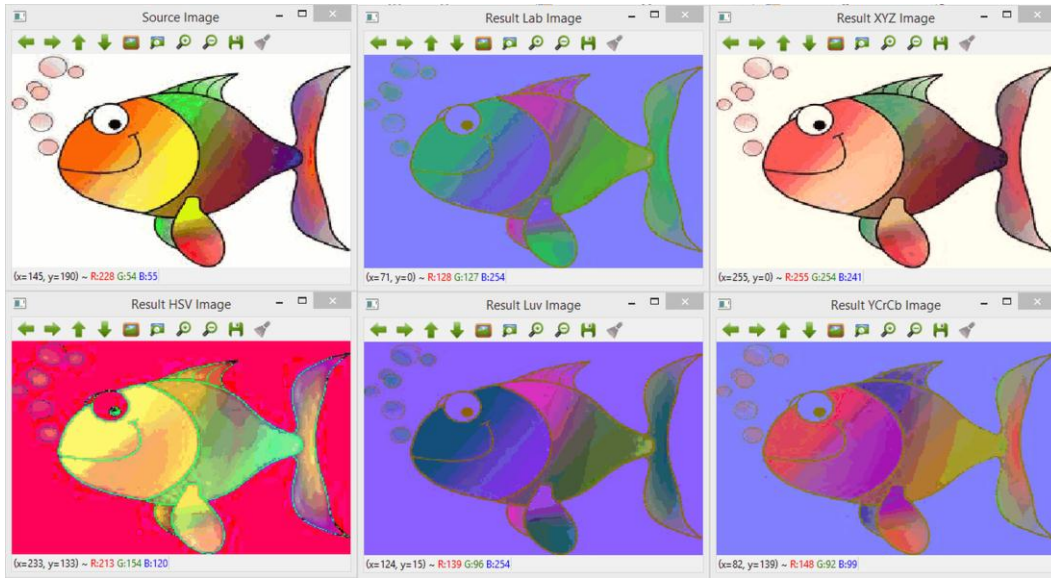


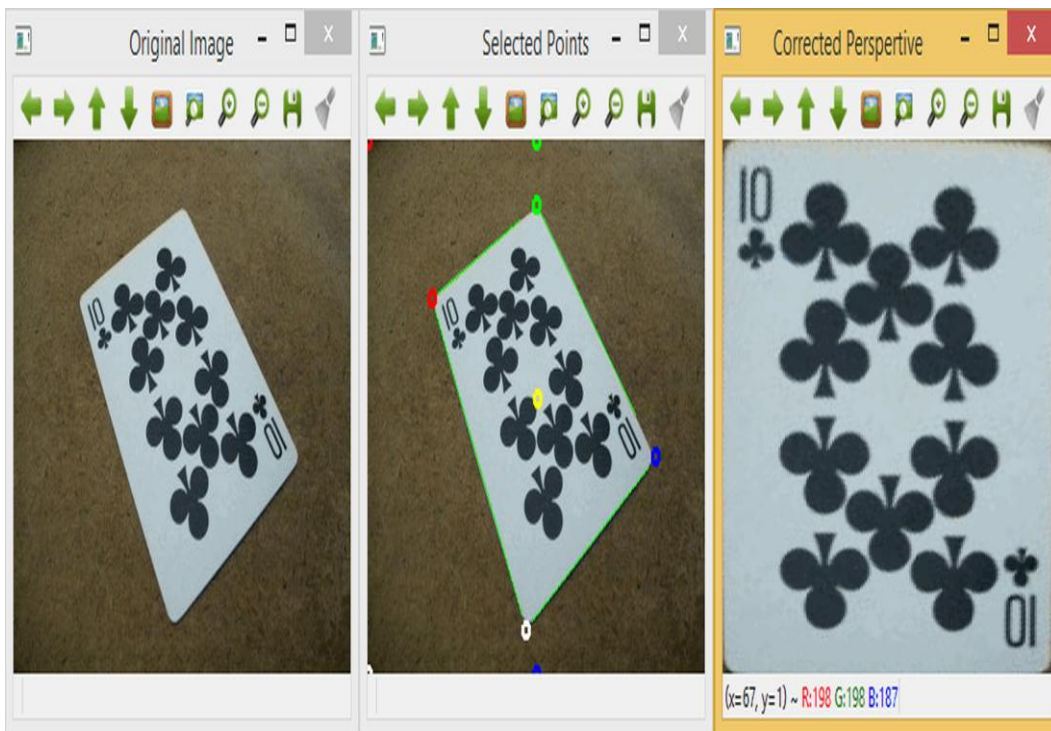
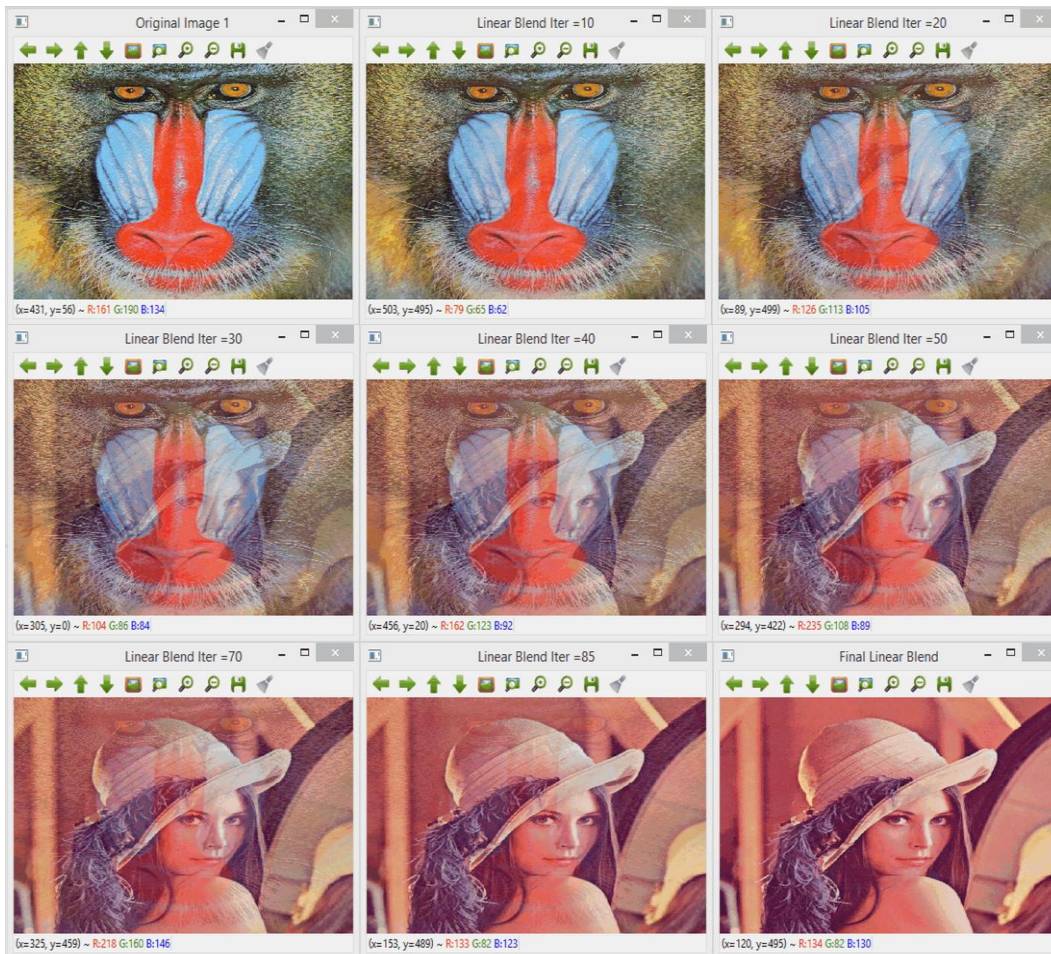


## Chapter 3: First Things First – Image Processing

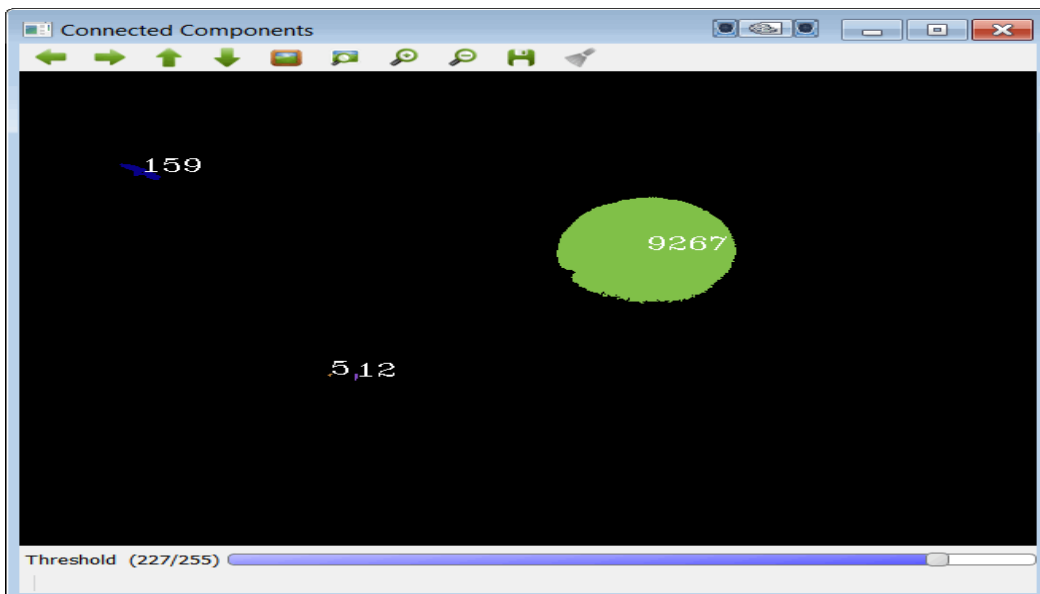
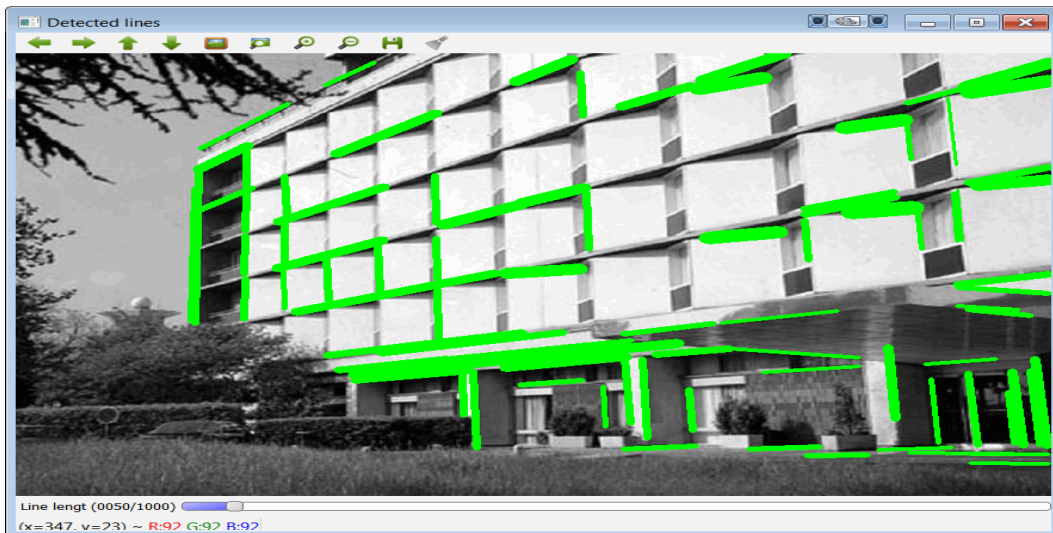
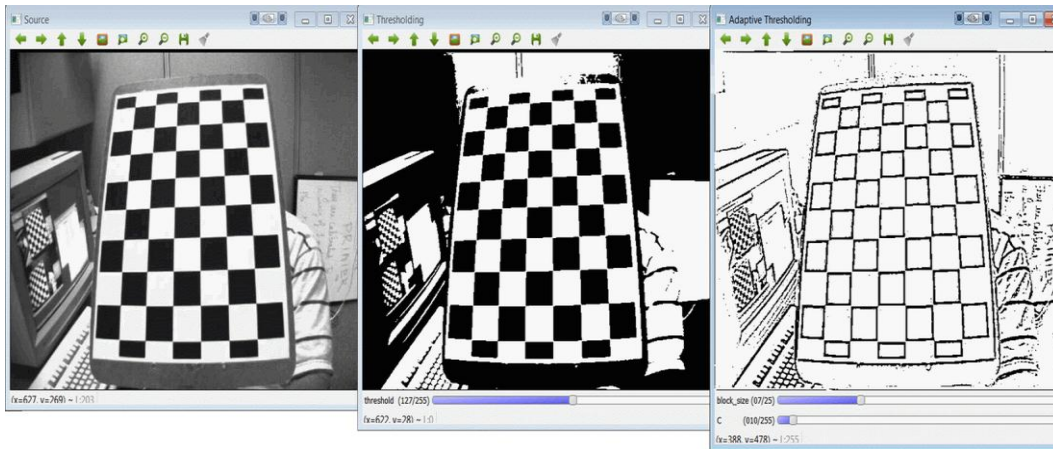




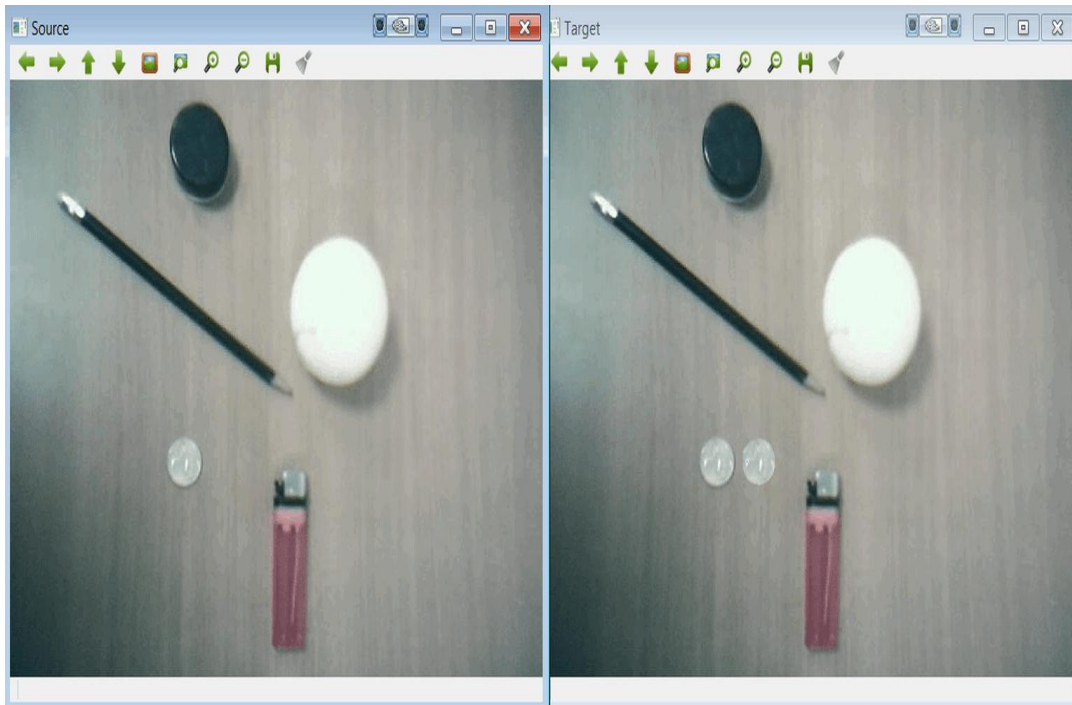
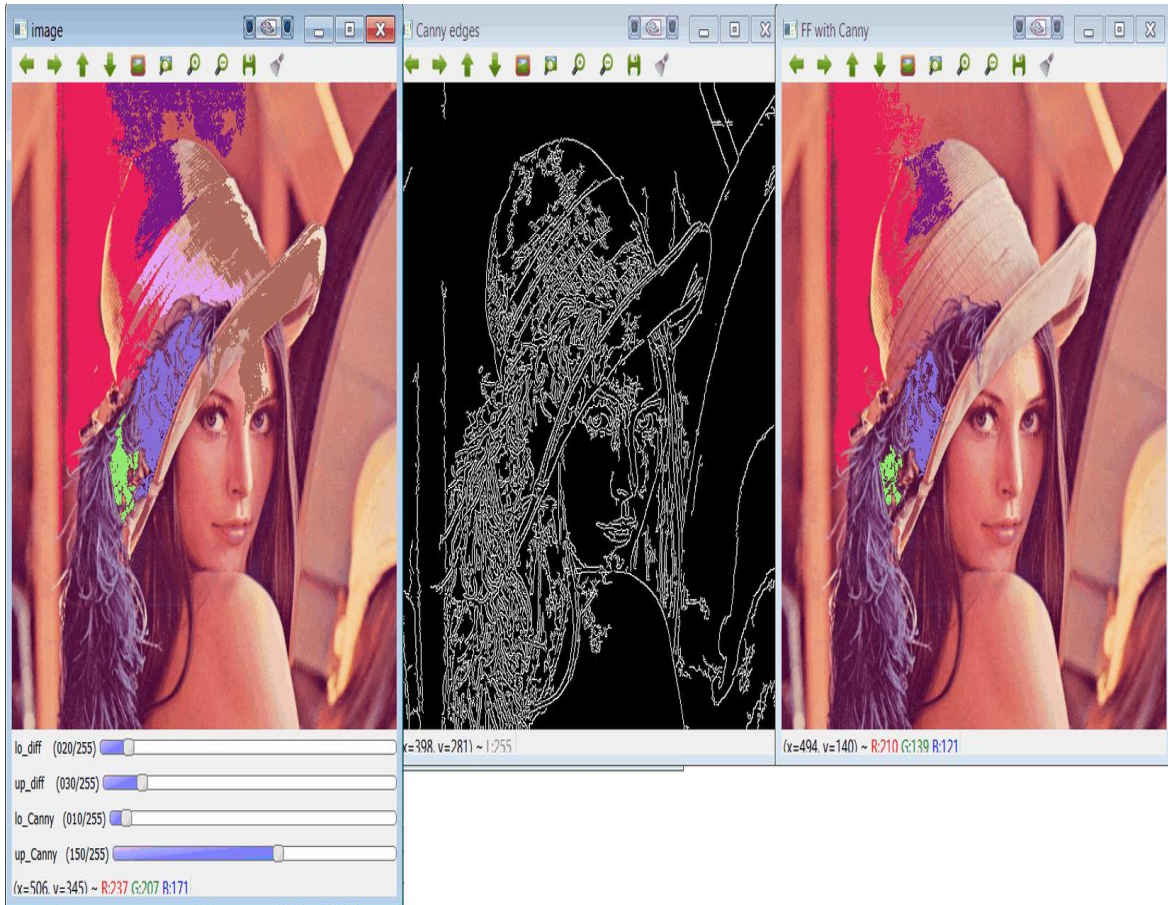




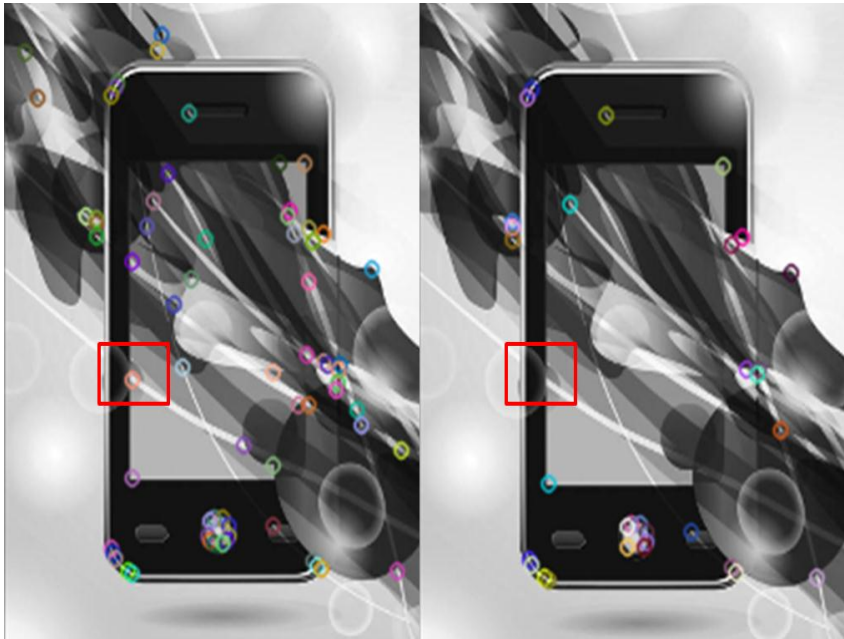
# Chapter 4: What's in the Image? Segmentation

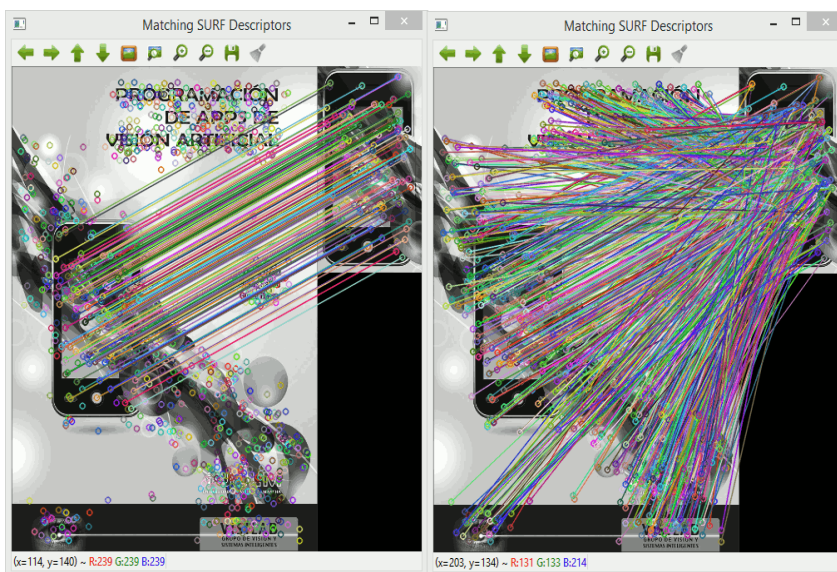
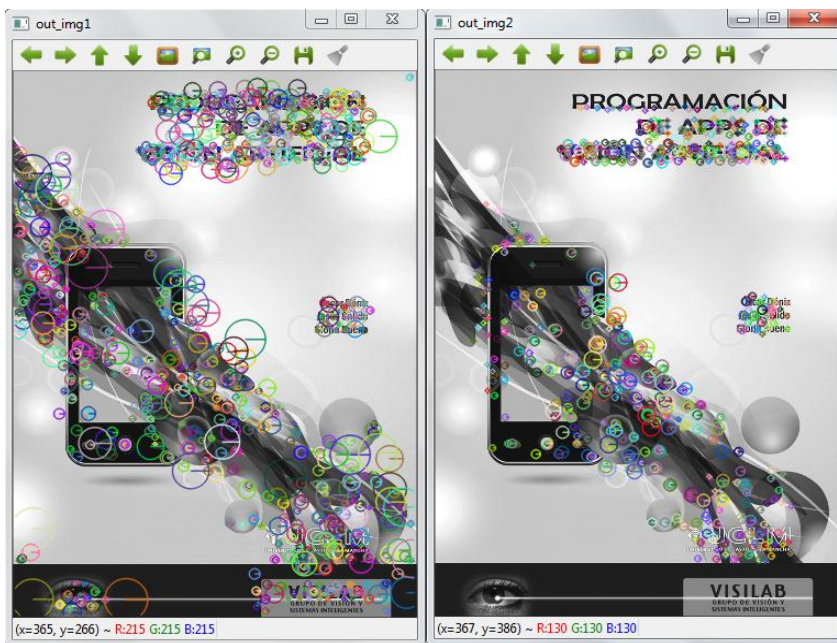






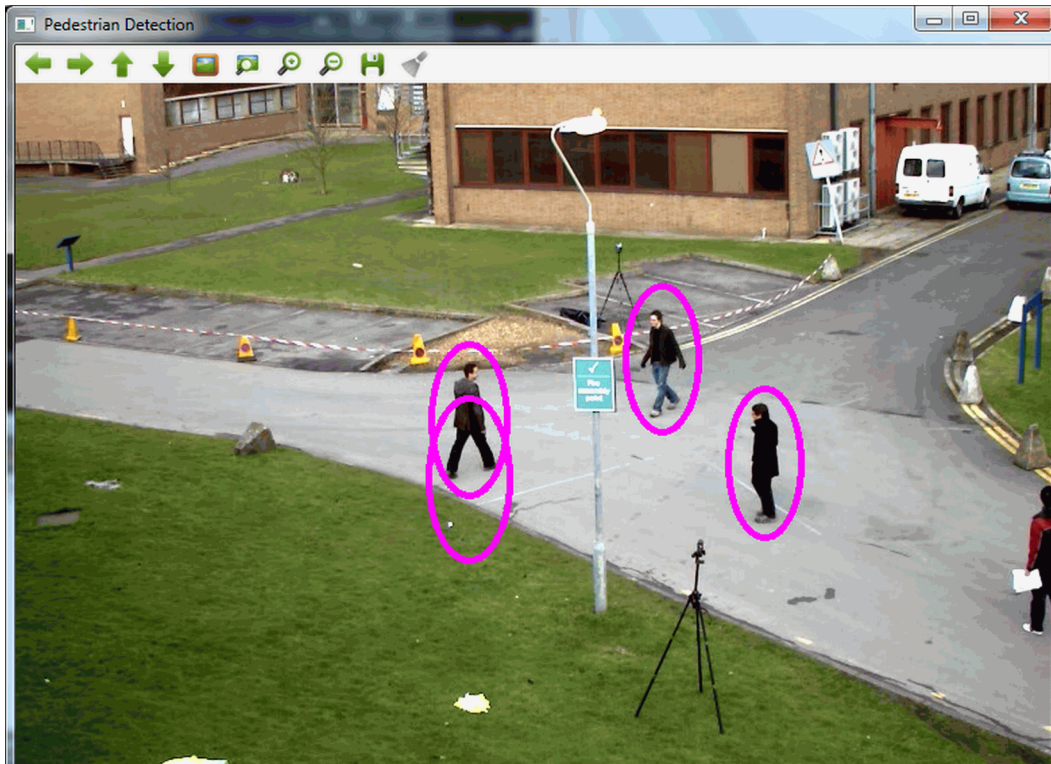
## Chapter 5: Focusing on the Interesting 2D Features

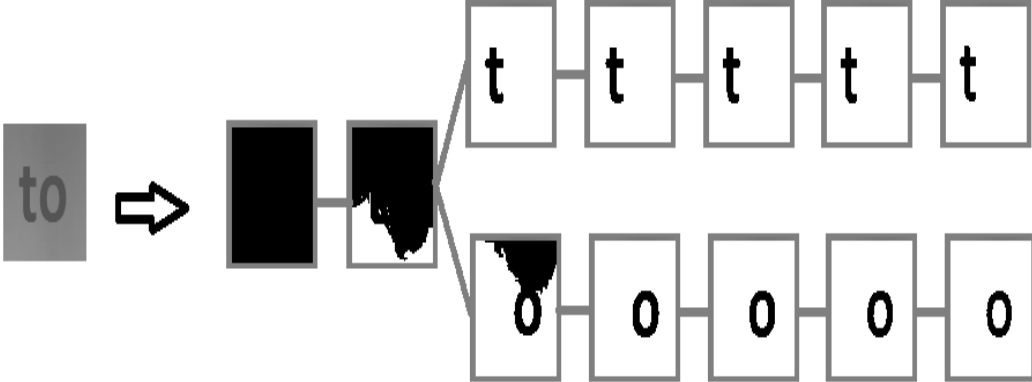
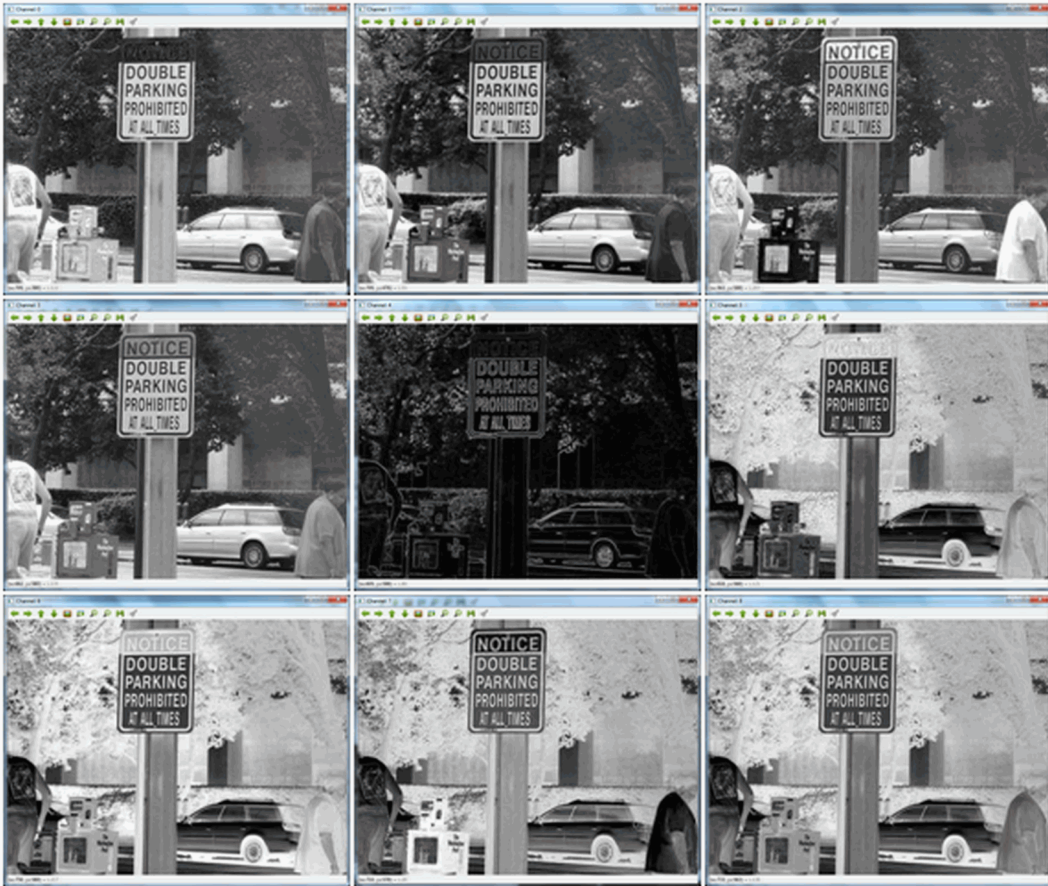






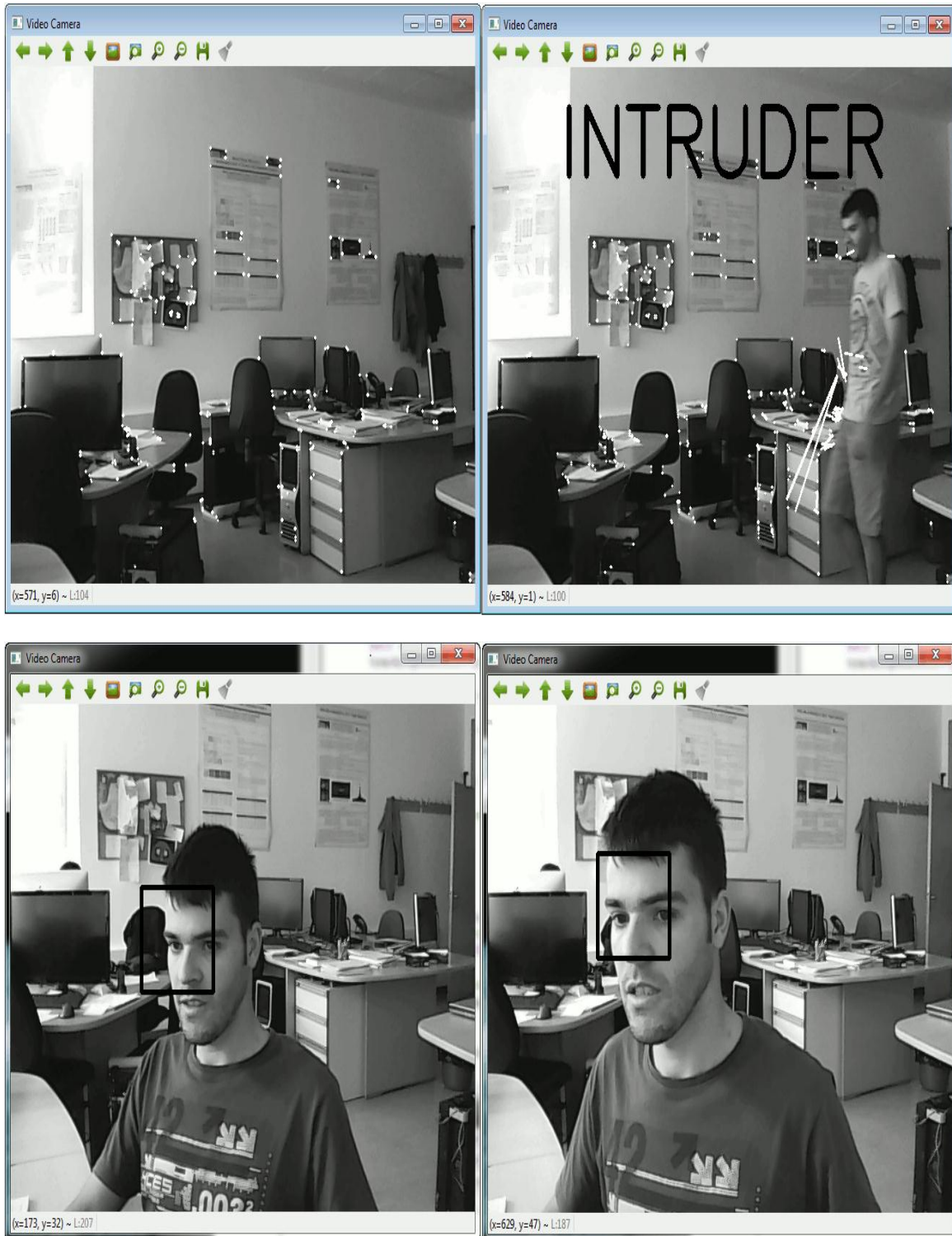
# Chapter 6: Where's Wally? Object Detection



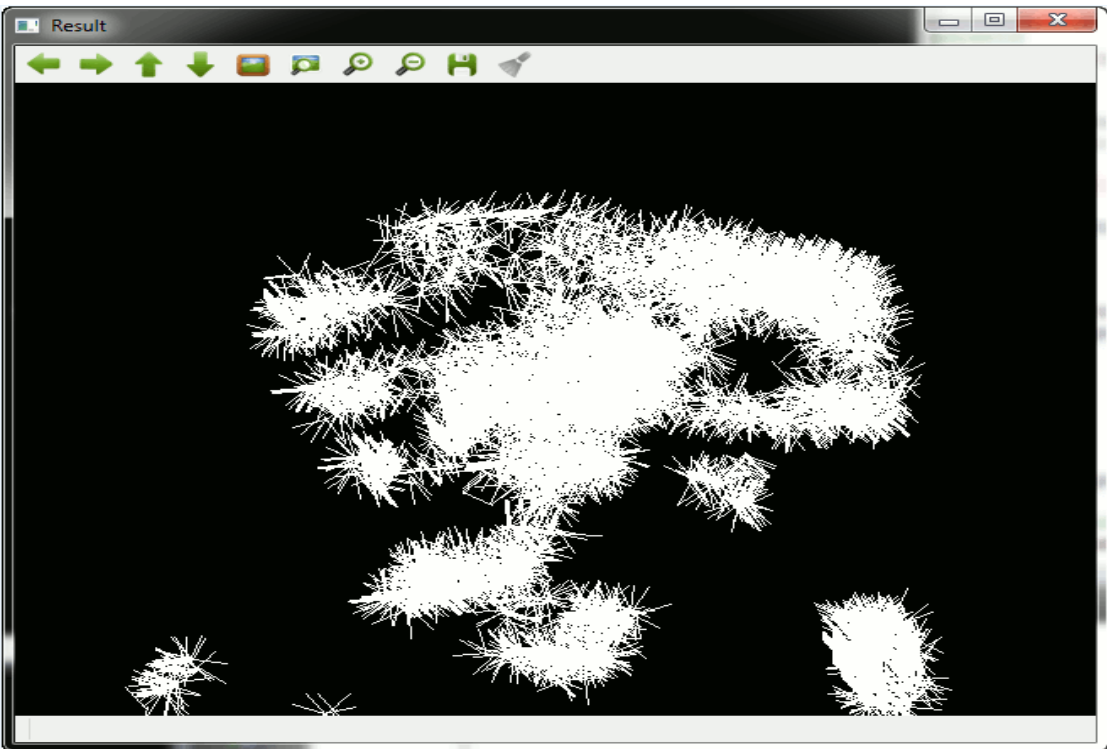
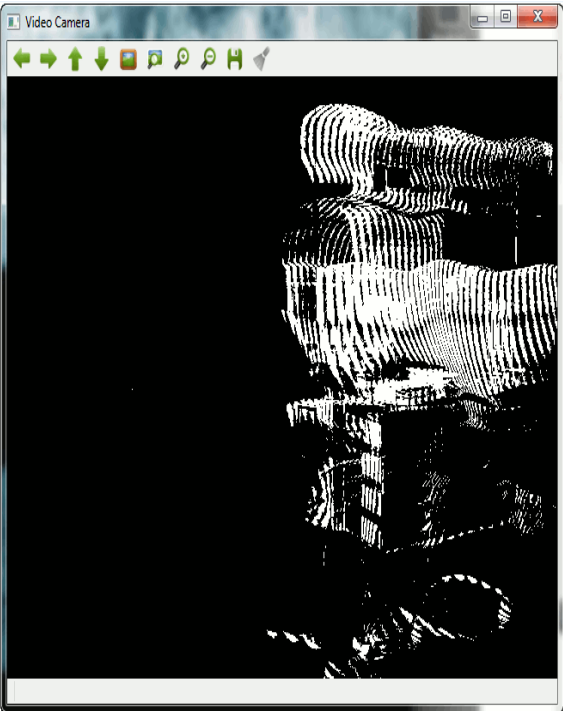
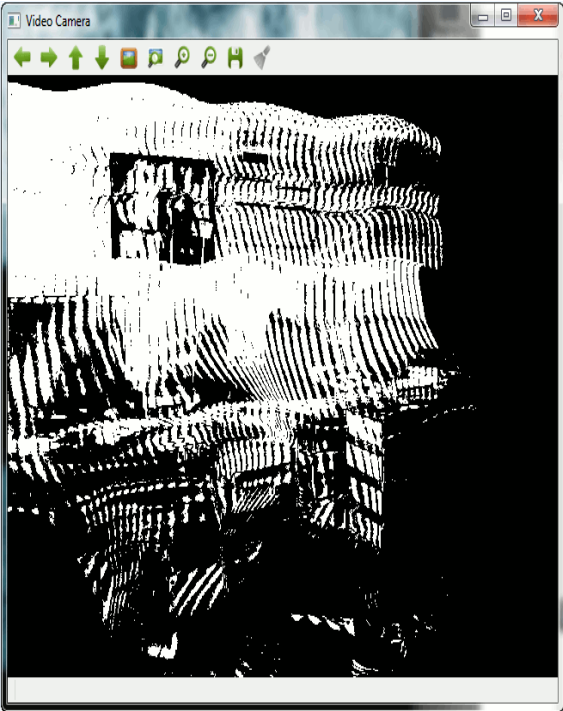


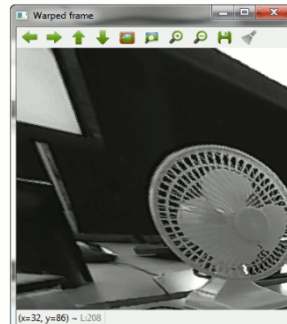
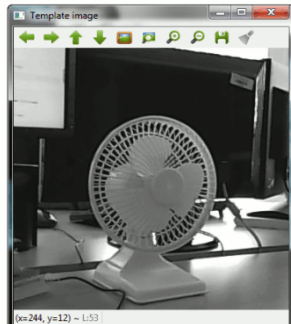
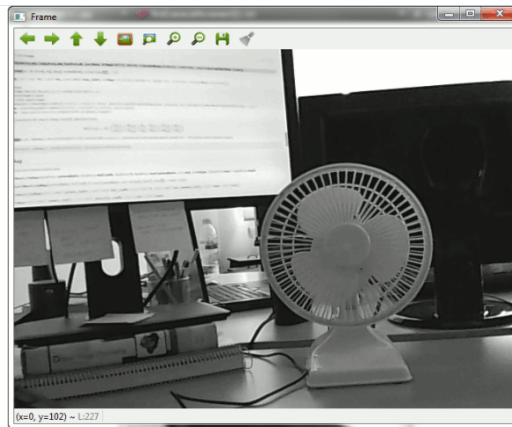
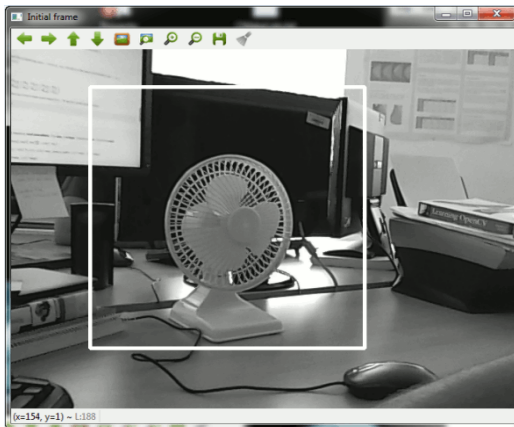
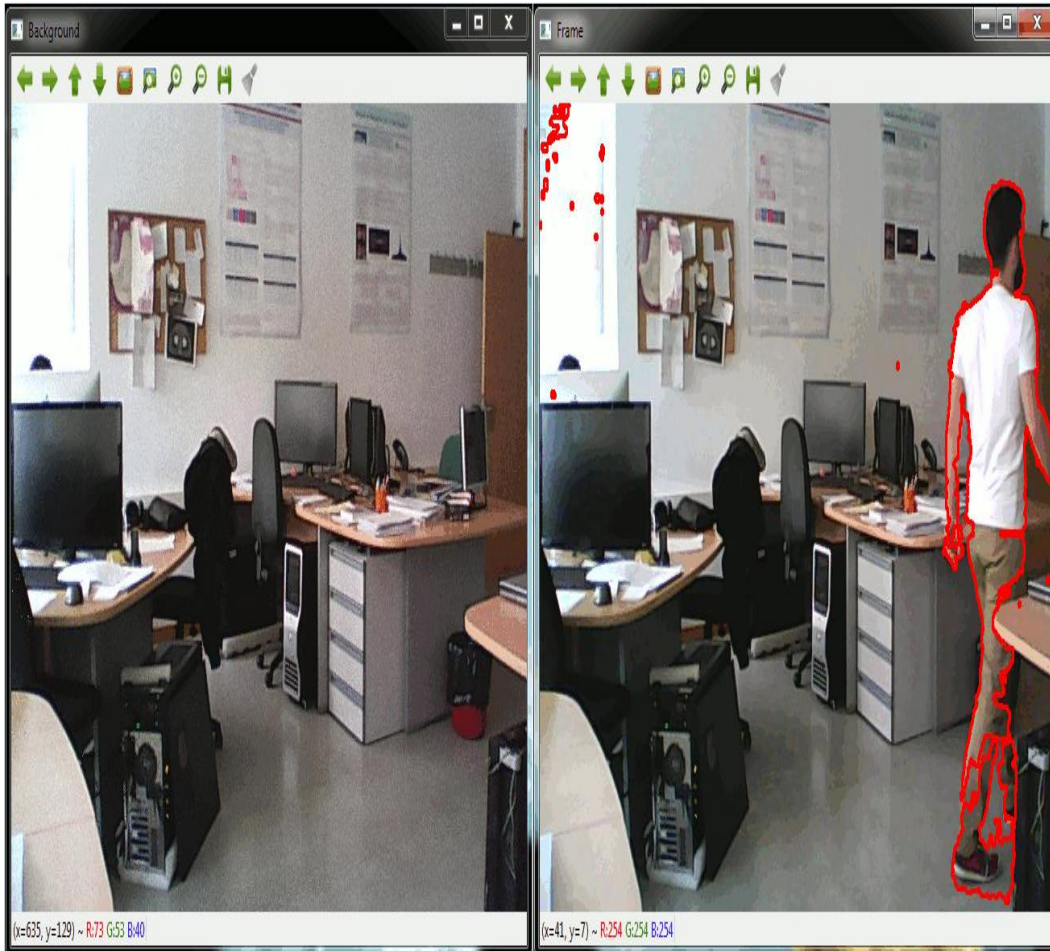


## Chapter 7: What Is He Doing? Motion

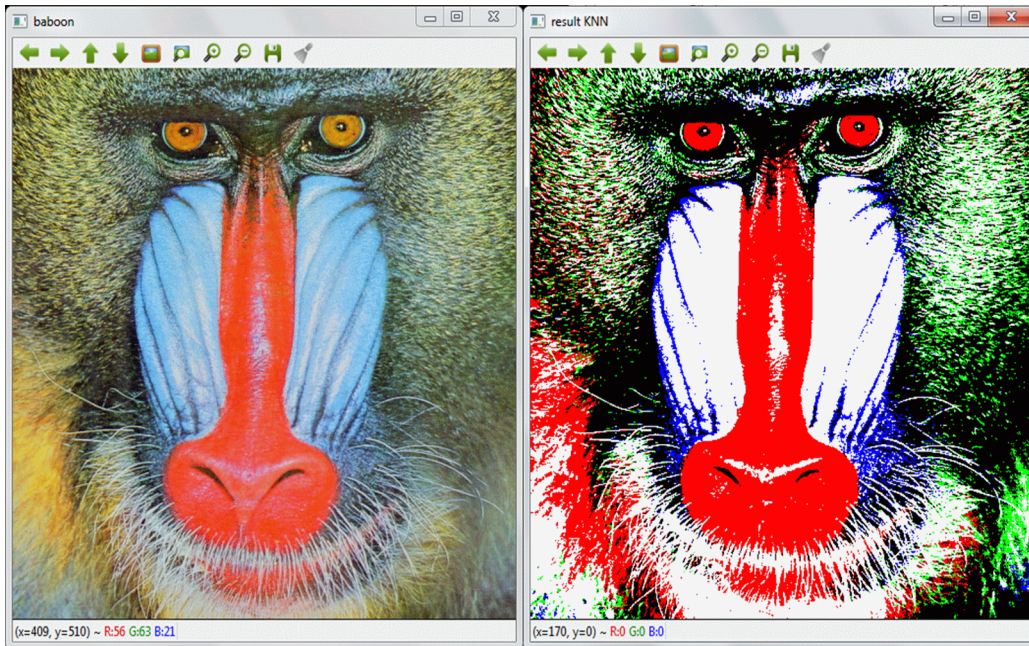








# Chapter 8: Advanced Topics



```

C:\Qt\Qt5.2.1\Tools\QtCreator\bin\qtcreator_process_stub.exe
unknown1.png: class 4
unknown2.png: class 3
unknown3.png: class 1
unknown4.png: class 2
unknown5.png: class 2
unknown6.png: class 1
unknown7.png: class 3
unknown8.png: class 4
unknown9.png: class 1
unknown10.png: class 2
Press <RETURN> to close this window...
    
```

unknown1	unknown2	unknown3	unknown4	unknown5	unknown6	unknown7	unknown8	unknown9	unknown10
4	3	1	2	2	1	3	4	1	2

