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LBPH	: <i>Local Binary Pattern Histogram</i>
LBP	: <i>Local Binary Pattern</i>
GUI	: <i>Graphic User Interface</i>
OpenCV	: <i>Open Computer Vision</i>
Adaboost	: <i>Adaptive Boosting Algorithm</i>
RGB	: <i>Red, Green, Blue</i>
B&W	: <i>Black and White</i>
Pixel	: <i>Picture Elements</i>
Bit	: <i>Binary Digit</i>