A Project Phase-1 Report on

GESTURE DROP – TOUCHLESS TEXT AND IMAGE TRANSFER USING COMPUTER VISION AND HUMAN-COMPUTER INTERACTION

Submitted to

Jawaharlal Nehru Technological University, Hyderabad

Submitted in partial fulfillment of requirements for the award of the degree of

BACHELOR OF TECHNOLOGY

In

COMPUTER SCIENCE AND ENGINEERING

By

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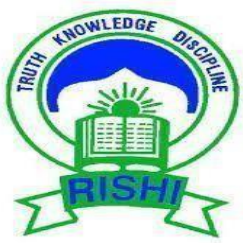

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CERTIFICATE

This is to certify that **GESTURE DROP – TOUCHLESS TEXT AND IMAGE TRANSFER USING COMPUTER VISION AND HUMAN-COMPUTER INTERACTION** being submitted by

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Department of Computer Science and Engineering

Vision & Mission of the Department

Vision of the Department

To empower women by providing cutting-edge technology to female technocrats in the fields of computer science and engineering, allowing them to develop into competent engineers and entrepreneurs.

Mission of the Department

- Adopting creative techniques to nurture and strengthen the core skill of Computer Science.
- Through quality education, improve the research, entrepreneurial, and employability skills of women technocrats.
- To instill professional ethics and a sense of social responsibility in students.

PROGRAM OUTCOMES(POs)

1. Engineering Knowledge: Apply the knowledge of mathematics, science, and engineering fundamentals to design and implement a touchless data transfer system using computer vision and human-computer interaction principles.

2. Problem Analysis: Identify, formulate, and analyze the problems associated with conventional data transfer mechanisms and propose gesture-based touchless solutions using image processing techniques.

3. Design/Development of Solutions: Design a gesture recognition framework capable of recognizing human gestures accurately and transferring text or images seamlessly between devices without physical contact.

4. Conduct Investigations of Complex Problems: Use research-based knowledge and methods to conduct experiments on gesture detection algorithms, evaluate performance metrics, and validate the efficiency of gesture-based transfer systems.

5. Modern Tool Usage: Utilize modern tools such as Python, OpenCV, TensorFlow, and deep learning frameworks for implementing gesture recognition and data transfer modules efficiently.

6. The Engineer and Society: Understand the societal implications of touchless systems, particularly in promoting hygiene, accessibility, and usability in public and healthcare environments.

7. Environment and Sustainability: Demonstrate awareness of environmental and health benefits of contactless systems, especially in minimizing the spread of pathogens and reducing hardware wear due to touch-based interactions.

8. Ethics: Apply ethical principles in handling user data, maintaining privacy, and ensuring that gesture-based systems do not compromise information security.

9. Individual and Team Work: Function effectively as an individual and as a member or leader in diverse teams to design, test, and deploy the gesture-based transfer system collaboratively.

10. Communication: Communicate effectively through project documentation, presentations, and technical reports to explain the design and working of the touchless transfer system to varied audiences.

11. Project Management and Finance: Demonstrate knowledge of project management principles in planning, developing, and evaluating the cost-effectiveness of the gesture recognition and transfer project.

12. Life-long Learning: Recognize the need for continuous learning in evolving fields like computer vision, artificial intelligence, and human-computer interaction to adapt to future technological developments.

PROGRAM SPECIFIC OUTCOMES(PSO'S)

PSO1 – Application of Artificial Intelligence and Computer Vision

Apply the principles of Artificial Intelligence, Computer Vision, and Machine Learning to analyze gestures and enable touchless text and image transfer through real-time image processing.

PSO2 – Human–Computer Interaction Design and Usability

Design intuitive and user-friendly interaction mechanisms that enhance user experience by translating human gestures into meaningful computer commands for data transfer.

PSO3 – System Integration and Real-Time Implementation

Develop and integrate both software and hardware components — such as cameras, sensors, and algorithms — to ensure accurate gesture recognition and real-time data transmission.

PSO4 – Research and Innovation in Intelligent Systems

Engage in research-oriented problem-solving, exploring innovative approaches and emerging technologies in AI and HCI to improve system accuracy, reliability, and performance.

PSO5 – Ethical and Sustainable Technological Practice

Demonstrate awareness of ethical considerations, user privacy, and environmental sustainability while designing touchless systems that promote safety, accessibility, and inclusivity.

MAPPING PROJECT OUTCOMES

PROGRAM OUTCOMES

P1: Apply the knowledge of mathematics, science, and engineering fundamentals to design and implement intelligent touchless systems using computer vision and HCI.

P2: Identify, analyze, and formulate solutions for problems related to traditional data transfer methods and propose gesture-based solutions.

P3: Design and develop efficient gesture recognition frameworks for touchless text and image transfer.

P4: Conduct investigations using research-based knowledge to evaluate gesture detection algorithms and validate system performance.

P5: Utilize modern tools and technologies such as Python, OpenCV, and AI frameworks for the implementation of gesture-based systems.

P6: Apply ethical, societal, and sustainable practices in developing intelligent and user-friendly touchless systems.

PO	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**
P1	3	2	3	2	3	2
P2	3	3	3	2	3	2
P3	2	2	3	3	3	2
P4	2	3	3	3	2	2
P5	3	2	3	2	3	3

1 – Low, 2 – Medium, 3 – High

PROJECT OUTCOMES MAPPING WITH PROGRAM SPECIFIC OUTCOMES

PSO	PSO1	PSO2	PSO3	PSO4	PSO5
P1	3	2	3	3	2
P2	3	3	3	2	2
P3	2	3	3	3	2
P4	3	2	3	3	3
P5	2	3	3	3	3

1 – Low, 2 – Medium, 3 – High

GESTURE DROP – TOUCHLESS TEXT AND IMAGE TRANSFER USING COMPUTER VISION AND HUMAN-COMPUTER INTERACTION

ABSTRACT

Gesture Drop is an innovative touchless interaction system designed to facilitate seamless text and image transfer through intuitive hand gestures. In environments where hygiene, accessibility, and natural user experience are paramount, Gesture Drop eliminates the need for physical contact with input devices. Using a standard webcam and computer vision frameworks such as Media Pipe and OpenCV, the system detects and interprets hand gestures in real time to perform essential operations like scrolling, zooming in/out, copying, pasting, selecting, and capturing screenshots. The core of Gesture Drop lies in its gesture-to-action mapping pipeline, which translates hand landmark data into system-level commands using automation tools like PyAutoGUI and Pyperclip. This enables users to interact with digital content in a fluid, contact-free manner. The system is lightweight, hardware-agnostic, and deployable across various platforms, making it suitable for healthcare settings, educational environments, public kiosks, and accessibility-focused applications. By bridging the gap between gesture recognition and desktop automation, Gesture Drop redefines how users engage with digital interfaces in a post-touch era. The project integrates Python, OpenCV, MediaPipe, and custom trained gesture classifiers to achieve real-time processing with high recognition accuracy. The proposed solution is particularly beneficial in public, medical, industrial, and collaborative work environments where touch-based interactions may be unhygienic, impractical, or restricted. Additionally, Gesture Drop enhances accessibility for users with limited mobility who may find traditional input devices challenging to use. Through experimental evaluation, the system demonstrates efficient performance, minimal latency, and intuitive user experience, showing that gesture-based, contact-free digital interaction can serve as a practical alternative to conventional input methods. This work contributes to emerging advancements in human–computer interaction, promoting natural user interfaces and touchless digital communication.

LIST OF FIGURES

LIST OF ACRONYMS

SN NO	ACRONYMS	DESCRIPTION
1	NLP	Natural Language Processing
2	UML	Unified Modified Language
3	NLTK	Natural Language Tool Kit
4	API	Application Programming Interface
5	URL	Uniform Resource Locator

CHAPTER 1

INTRODUCTION

Advancements in human–computer interaction (HCI) have significantly transformed the way users communicate with digital systems. Traditional input devices such as keyboards, mice, and touchscreens require direct physical contact to perform operations. Although these input methods are widely used and efficient, they present several limitations in modern usage contexts. Situations such as working in sterile environments (e.g., hospitals and laboratories), interacting with public displays, or implementing hands-free access systems demand alternative methods that do not rely on physical touch. Additionally, the increasing focus on hygienic interfaces following global health concerns has accelerated the need for touchless interaction technologies.

Gesture-based interaction has emerged as a promising solution due to its intuitive and natural form of communication. Human gestures, particularly hand movements, can be easily interpreted by computer systems through advancements in computer vision, machine learning, and embedded sensing technologies. These technologies allow devices to recognize human actions and interpret them as commands. Gesture recognition makes digital interaction more seamless, immersive, and user-friendly, aligning with the concept of Natural User Interfaces (NUI).

This project, Gesture Drop – Touchless Text and Image Transfer, focuses on enabling users to interact with digital content through hand gestures instead of physical devices. The system allows users to select, copy, and transfer text or images between different regions or applications using simple and predefined gesture movements. A camera captures the user's hand movements, and computer vision algorithms process the video frames to detect and track the hand. Features such as finger positions, palm contours, and gesture motion patterns are extracted and classified in real time. Based on these recognized gestures, the system performs actions analogous to drag-and-drop or copy-paste operations.

The implementation integrates Python, OpenCV, and MediaPipe frameworks for real-time hand tracking and image processing. Machine learning-based classification is used to improve gesture detection accuracy and adaptability across different users, lighting conditions, and backgrounds. The system ensures minimal latency, enabling smooth and responsive interactions without the need for physical peripherals.

The Gesture Drop system is particularly beneficial in the following contexts:

1. Healthcare and Sterile Environments: Professionals can interact with digital systems without risk of contamination.
2. Public Information Kiosks: Users can operate displays without touching shared surfaces.
3. Industrial and Factory Environments: Workers can interact with control panels while wearing gloves or protective gear.
4. Accessibility Solutions: Users with motor impairments can navigate systems more easily than with traditional devices.
5. Smart Homes and IoT Systems: Enables casual, intuitive interaction with connected devices.

By enabling a natural, contact-free method of transferring digital content, this project contributes to the evolving landscape of HCI. Gesture Drop enhances convenience, promotes hygiene, reduces dependency on physical input hardware, and pushes interaction design towards more immersive, adaptive, and user-centered interfaces.

1.1 PROBLEM STATEMENT

Traditional computer interaction methods depend on physical input devices such as keyboards, mice, and touchscreens, which can be limiting, unhygienic, or impractical in scenarios such as medical and laboratory environments, public information systems, industrial workplaces, and for users with physical disabilities. Physical contact with shared devices increases the risk of contamination and is not always feasible when hands are occupied or protected by gloves. Moreover, existing gesture-based systems often lack accuracy, responsiveness, and ease of use in real-world conditions. Therefore, there is a need for a reliable, touchless interaction system that allows users to select, copy, and transfer text and images solely through intuitive hand gestures. The challenge lies in accurately detecting and interpreting gestures in real time, ensuring smooth interaction, minimal processing delay, and adaptability to varying lighting and background conditions. This project aims to address these issues by developing a gesture-controlled, contact-free digital content transfer system using computer vision and human–computer interaction techniques.

1.2 SCOPEOFRESEARCH

This research encompasses the development, implementation, and evaluation of a gesture-based touchless interaction system designed to enable users to transfer text and images without relying on physical input devices. The scope includes the use of computer vision techniques for real-time hand detection, gesture tracking, and feature extraction using a standard webcam. Machine learning or deep learning models will be employed to classify gestures with high accuracy, enabling operations such as selecting, copying, dragging, and dropping digital content. The research will analyze system performance in varying environmental conditions, including different lighting, backgrounds, hand

sizes, and movement speeds, to ensure robustness and usability. User interface design considerations are included to create an intuitive and minimal-effort interaction experience. Furthermore, the system will be tested for practical use in settings like healthcare facilities, public kiosks, industrial work areas, and accessibility support for individuals with motor limitations. However, the research does not extend to full-body gesture recognition, multi-user simultaneous control, AR/VR integration, or hardware-specific optimization beyond camera-based input. The outcomes of this study aim to contribute to the advancement of natural user interfaces, improving hygiene, efficiency, and inclusivity in digital interaction.

1.3 EXISTING SYSTEM

The currently used digital interaction systems rely mainly on physical input devices such as keyboards, mice, and touchscreens. These devices require direct physical contact to perform even basic operations like selecting, copying, and transferring text or images. While effective, such systems pose several limitations. In sensitive environments such as hospitals, laboratories, and food-processing units, touching shared devices can cause contamination risks. In industrial workplaces, operators may wear gloves or work with dust, grease, or chemicals, making touch-based interfaces inconvenient and inefficient. Public touchscreens, such as those at ATMs and ticket kiosks, are widely recognized as unhygienic, especially after the global increase in awareness of virus transmission.

Although some touchless alternatives exist, they usually depend on specialized and costly hardware like depth sensors, infrared trackers, or wearable gloves. These systems often require controlled lighting, calibration, and fixed positioning to work accurately, which restricts their flexibility. Basic computer-vision-based gesture systems also exist, but they are generally limited to simple gestures and lack the capability to handle precise tasks such as selecting and transferring specific text or images. Furthermore, most existing systems are not designed for seamless real-time interaction and may suffer from delays, incorrect gesture interpretation, or inconsistent performance across different users and environments.

As a result, the existing systems either depend heavily on physical contact or rely on hardware-intensive solutions that are expensive and difficult to deploy widely. There is currently **no low-cost, real-time, camera-only gesture system** that can effectively perform practical content manipulation tasks such as copy, drag, drop, and transfer in a natural and intuitive manner. This gap highlights the need for a more accessible and efficient touchless interaction solution.

1.3.1 DISADVANTAGESOF EXISTINGSYSTEM

- **Physical Contact is Necessary**

Most existing data transfer methods (USB cables, touching mobile screens, clicking buttons, Bluetooth pairing) require users to physically touch devices, which increases the risk of contamination, especially in healthcare and public environments.

- **Time-Consuming and Manual Operation**

  Traditional methods require multiple steps like unlocking the device, selecting files, browsing folders, pairing devices, confirming permissions, etc., which reduces efficiency and slows down workflow.

- **Dependency on Hardware and Accessories**

  Systems such as USB-based transfer require cables, ports, or external devices. If any of these are unavailable, damaged, or incompatible, data transfer becomes difficult or impossible.

- **Complex Pairing and Connectivity Issues**

  Bluetooth, Wi-Fi direct, and other wireless transfers often face pairing problems, device discovery delays, network authentication issues, and inconsistent speeds, making them unreliable.

- **Limited Accessibility for Differently-Abled Users**

  Users with physical disabilities, motor impairments, or mobility limitations may find it difficult to interact with touch-based or hardware-based methods, reducing inclusiveness.

- **Higher Risk of Data Mis-click or Accidental Deletion**

  Touch-based and drag-and-drop interfaces are prone to accidental taps, wrong selections, and unintended operations — especially on small mobile screens.

- **Lack of Natural Human-Computer Interaction**

  Existing systems do not utilize natural body gestures or intuitive motion recognition. They rely on mechanical interaction, making user experience less interactive and intelligent.

- **Not Suitable for Rapid Hands-Free Operation**

  In industries like labs, medical environments, workshops, or food processing units, operators often cannot touch devices manually — existing systems fail to support such hands-free workflows.

- **Poor Hygiene and Safety Concerns**
- Frequent touching of keyboards, mouse, touchscreens, and devices can transfer germs and bacteria, which is particularly unsafe in hospitals, public service centers, and shared computer environments.

1.4 PROPOSEDSYSTEM

The proposed system is built to enable touchless interaction between the user and the computer by recognizing specific hand gestures to perform text and image transfer operations. A standard webcam acts as the primary input device to continuously capture real-time video frames containing the user's hand. These frames are processed using computer vision techniques, where the hand region is segmented by detecting skin color patterns, contour shapes, and finger landmark points.

The system employs **MediaPipe or OpenCV-based hand tracking models** that extract key landmark positions such as fingertip coordinates and palm center. These landmark features are then analyzed to identify gesture patterns like pointing, open palm, closed fist, swipe motion, or pinch movement. A gesture classification model, trained using machine learning algorithms, is used to map these gesture patterns to specific commands like *Select*, *Copy*, *Hold*, *Drag*, and *Drop*.

Once a gesture is recognized, the system triggers corresponding actions in the computer's graphical environment. For example, a "pinch-and-move" gesture simulates dragging an object, whereas an "open palm" gesture may indicate releasing or dropping the content. This allows the user to select text blocks, move images, and transfer content between windows without touching the mouse, keyboard, or touchscreen.

The system is designed to be adaptable to varied lighting conditions, different skin tones, and various user hand shapes to ensure reliability and smooth interaction. It is cost-efficient, because it requires no specialized hardware beyond a commonly available camera. The goal is to replace traditional touch-dependent controls with natural and intuitive gesture-based controls.

1.4.1 ADVANTAGES OF PROPOSED SYSTEM

1. Touchless Interaction

The system completely removes the need for physical contact while transferring text or image data. Users can perform specific hand gestures to control the system, ensuring hygiene and convenience. This feature is especially beneficial in medical, industrial, and public environments where contactless operation is essential.

2. User-Friendly Operation

Gesture Drop is designed with simplicity and usability in mind. Users do not require advanced technical knowledge or specialized devices.

3. **Cost-Effective Implementation**

The system utilizes existing hardware components such as a webcam or smartphone camera, along with open-source libraries like OpenCV and MediaPipe. This eliminates the need for expensive sensors or external controllers, making the system affordable and practical for wide adoption.

4. Real-Time Processing

One of the key strengths of this project is its ability to recognize and respond to gestures in real time. The system processes input instantly and executes the corresponding actions, leading to faster and smoother communication between the user and the system.

5. Accessibility for All Users

The project enhances digital accessibility by supporting users with physical limitations. Since gestures replace physical touch, it becomes easier for differently-abled individuals to interact with computers or devices without assistance.

6. Platform Independence

The system is designed to work across multiple platforms and operating systems. It can be integrated into desktop, web, or IoT environments, ensuring flexibility and adaptability for future applications.

7. Technological Innovation

By combining computer vision and human–computer interaction, Gesture Drop introduces a new and modern way of communication between humans and machines. It promotes innovation in smart computing, automation, and AI-based interaction systems.

8. Enhanced Efficiency and Safety

The gesture-based interface not only saves time but also prevents hardware wear and contamination caused by continuous touch. It ensures safe, smooth, and efficient data transfer, aligning with modern digital transformation goals.

9. Scalability and Future Expansion

The architecture of the system allows for future upgrades, such as integration with augmented reality, IoT devices, or advanced motion tracking technologies. This makes the project scalable and adaptable to emerging technologies.

10. Contribution to Smart Computing

Gesture Drop represents a forward-looking step in human–computer interaction research. It demonstrates how vision-based systems can simplify everyday digital tasks while promoting a smarter, cleaner, and more connected technological environment.

1.5ORGANIZATIONOFTHEREPORT

The report is carefully organized into several well-defined chapters to ensure a clear, logical, and systematic presentation of the project. Each chapter deals with a specific part of the research and

development process, providing a structured flow from the conceptual stage to implementation and evaluation. The organization of the report is as follows:

Chapter 1: Introduction - This chapter provides a comprehensive overview of the project titled *Gesture Drop – Touchless Text and Image Transfer using Computer Vision and Human–Computer Interaction.* It begins by explaining the background and motivation behind developing a touchless data transfer system. The problem statement, objectives, scope, and significance of the project are clearly defined to establish the foundation of the study. The introduction also discusses the importance of contactless interaction in the modern digital era, particularly in healthcare, automation, and public environments. Finally, this chapter presents the organization of the remaining chapters in the report.

Chapter 2: Literature Survey - This chapter focuses on the detailed review and analysis of previous research works, technologies, and existing systems related to gesture recognition and computer vision. It presents a critical evaluation of the methods used in earlier systems, their limitations, and how the proposed project aims to overcome them. The chapter highlights the evolution of human–computer interaction and discusses various algorithms and frameworks that have contributed to the field. This review forms the basis for the design and innovation of the proposed system.

Chapter 3: System Analysis - In this chapter, a complete analysis of the project is carried out. It starts by explaining the existing system and its disadvantages, followed by the need for the proposed system. The functional and non-functional requirements are defined to specify what the system must achieve. A feasibility study—covering technical, operational, and economic aspects—is also included to justify the practicality of the system. The analysis helps to understand the system requirements clearly before proceeding with the design and implementation phases.

Chapter 4: System Design - This chapter deals with the architectural and structural design of the system. It describes how the different components of the project interact and integrate to perform touchless data transfer. Various diagrams such as system architecture, data flow diagrams (DFD), use case diagrams, sequence diagrams, and activity diagrams are included to represent the workflow of the system. Each module is described in detail, showing its purpose and functionality. The design acts as a blueprint for implementation and ensures that all components are well-coordinated.

Chapter 5: System Implementation -This chapter explains the actual development of the system. It provides information about the software and hardware requirements, tools, and technologies used — such as Python, OpenCV, MediaPipe, and machine learning algorithms. It details how the gesture recognition, image processing, and data transfer modules are implemented. The chapter also describes the integration of these modules to achieve real-time gesture-based text and image transfer. Screenshots, sample outputs, and algorithmic explanations are included to demonstrate the working of the system.

Chapter 6: System Testing and Results - This chapter discusses the different types of testing carried out to ensure the reliability, accuracy, and performance of the system. Various test cases are presented along with their expected and actual outcomes. The chapter evaluates the results obtained from gesture detection, data transfer, and performance efficiency. Comparative analysis with existing systems is also provided to validate improvements. The accuracy rate, response time, and overall effectiveness of the system are discussed in detail.

Chapter 7: Conclusion and Future Scope - This chapter concludes the project by summarizing the achievements and key contributions of the proposed system. It highlights how the system successfully enables touchless data transfer through gesture recognition. The limitations of the current implementation are acknowledged, and possible future enhancements are suggested. These include integration with advanced AI models for more accurate gesture detection, support for multi-user environments, and the extension of the concept into IoT and AR/VR applications for smart automation.

Chapter 8: Reference - The report concludes with a list of references that includes all the research papers, books, articles, and online resources used throughout the project. Proper citation styles (APA/IEEE format) are followed to maintain academic integrity and credibility.

CHAPTER 2

LITERATURE REVIEW

2.1 Research Progress of Human–Computer Interaction Technology Based on Gesture Recognition Published 25 June 2023

Author: Hongyu Zhou

ABSTRACT: Gesture recognition, as a core technology of human–computer interaction, has broad application prospects and brings new technical possibilities for smart homes, medical care, sports training, and other fields. Compared with the traditional human–computer interaction models based on PC use with keyboards and mice, gesture recognition-based human–computer interaction modes can transmit information more naturally, flexibly, and intuitively, which has become a research hotspot in the field of human–computer interaction in recent years. This paper described the current status of gesture recognition technology, summarized the principles and development history of electromagnetic wave sensor recognition, stress sensor recognition, electrocardiography sensor recognition, and visual sensor recognition, and summarized the improvement of this technology by researchers in recent years through the direction of sensor structure, selection of characteristic signals, the algorithm of signal processing, etc. By sorting out and comparing the typical cases of the four implementations, the advantages and disadvantages of each implementation and the application scenarios were discussed from the two aspects of data set size and accuracy. Based on the above mentioned discussion, the problems and challenges of current gesture recognition technology were discussed in terms of the biocompatibility of sensor structures, wear-ability and adaptability, stability, robustness, and crossover of signal acquisition and analysis algorithms, and the future development directions in this field were proposed.

2.2 A Review of the Hand Gesture Recognition System: Current Progress and Future Directions Published on November 19, 2021

Author: Noraini Mohamed

ABSTRACT: This paper reviewed the sign language research in the vision-based hand gesture recognition system from 2014 to 2020. Its objective is to identify the progress and what needs more attention. We have extracted a total of 98 articles from well-known online databases using selected keywords. The review shows that the vision-based hand gesture recognition research is an active field of research, with many studies conducted, resulting in dozens of articles published annually in journals and conference proceedings. Most of the articles focus on three critical aspects of the vision-based hand gesture recognition system, namely: data acquisition, data environment, and hand gesture

representation. We have also reviewed the performance of the vision-based hand gesture recognition system in terms of recognition accuracy. For the signer dependent, the recognition accuracy ranges from 69% to 98%, with an average of 88.8% among the selected studies. On the other hand, the signer independent's recognition accuracy reported in the selected studies ranges from48% to 97%, with an average recognition accuracy of 78.2%. The lack in the progress of continuous gesture recognition could indicate that more work is needed towards a practical vision-based gesture recognition system.

2.3 Gesture Recognition Technology Published on 11 November 2012

Author: Pallavi Halarnkar

ABSTRACT: Gesture Recognition Technology has evolved greatly over the years. The past has seen the contemporary Human – Computer Interface techniques and their drawbacks, which limit the speed and naturalness of the human brain and body. As a result gesture recognition technology has developed since the early 1900s with a view to achieving ease and lessening the dependence on devices like keyboards, mice and touchscreens. Attempts have been made to combine natural gestures to operate with the technology around us to enable us to make optimum use of our body gestures making our work faster and more human friendly. The present has seen huge development in this field ranging from devices like virtual keyboards, video game controllers to advanced security systems which work on face, hand and body recognition techniques. The goal is to make full use of the movements of the body and every angle made by the parts of the body in order to supplement technology to become human friendly and understand natural human behaviour and gestures. The future of this technology is very bright with prototypes of amazing devices in research and development to make the world equipped with digital information at hand whenever and wherever required.

2.4 Survey on Various Gesture Recognition Technologies and Techniques Published on July 2012

Author: Noor Adnan Ibraheem

ABSTRACT: Gestures considered as the most natural expressive way for communications between human and computers in virtual system. Hand gesture recognition has greater importance in designing an efficient human computer interaction system. Using gestures as a natural interface benefits as a motivation for analyzing, modeling, simulation, and recognition of gestures. In this paper a survey on various recent gesture recognition approaches is provided with particular emphasis on hand gestures. A review of static hand posture methods are explained with different tools and algorithms applied on gesture recognition system, including connection models, hidden Markov model, and fuzzy clustering.

CHAPTER 3

METHODOLOGIES

3.1 SYSTEMARCHITECTURE

The system architecture of the proposed Gesture-Based Touchless Interaction System is designed to allow a user to control computer operations using hand gestures without any physical contact. The architecture mainly consists of several connected components: the input module, hand detection, gesture recognition, gesture-based command generation, action execution, and visualization of the output. Each module plays a specific role in ensuring smooth communication between the user and the system. The process begins with the user, who performs hand gestures in front of a web camera. The webcam acts as the input device that continuously captures live video frames of the user's hand movements. These frames are then passed to the image processing module for further analysis. The webcam converts physical gestures into digital image data that can be understood by the computer. To ensure accurate tracking, the user's hand should be within the camera's visible range and under proper lighting conditions. Next, the hand detection module uses OpenCV (Open Source Computer Vision Library) to identify the hand region in each captured frame. This module isolates the hand from the background using techniques like contour detection, colour segmentation, or background subtraction. By detecting the hand area, unnecessary parts of the frame are removed, reducing processing time and improving efficiency. Once the hand is detected, this information is passed to the gesture recognition module for classification.

The gesture recognition module is implemented using MediaPipe, a machine learning framework developed by Google for real-time hand tracking. MediaPipe detects and tracks 21 key landmarks on the hand, such as fingertips, joints, and palm points. These landmarks help the system understand the position and movement of the hand. Based on the relative positions of these points, the system identifies which gesture the user is performing. Examples include gestures like an open palm, thumbs up, victory sign, or pointing finger. Each of these gestures is predefined and associated with a specific command. Once the gesture is recognized, it is passed to the gesture-based command module. This module maps each valid gesture to a corresponding computer command. For instance, a thumbs-up gesture may represent a "copy" action, a victory sign may represent "paste," and a pointing gesture may be used to move the cursor or switch slides. The system validates the detected gesture against its stored command list, ensuring that only recognized gestures trigger system actions. Invalid or unknown gestures are ignored to avoid accidental operations. After a valid gesture is confirmed, the

command is executed through the action execution module, which uses Python automation libraries like PyAutoGUI and Pyperclip. PyAutoGUI is responsible for automating GUI-based tasks such as mouse movement, clicking, or pressing keyboard keys, while Pyperclip handles clipboard operations like copying and pasting text or images. These libraries allow the system to perform actual desktop operations automatically based on the user's hand gesture, without requiring any physical input.

Finally, the visualization and output module displays the results of the executed action. The system provides visual feedback to inform the user that their gesture was recognized and successfully executed. This feedback may appear as on-screen messages or interface highlights. For example, if the user performs a thumbs-up gesture, the system may display a message saying "Copy Command Executed" or show a notification confirming the action. The output can involve copying or pasting content, moving slides, or controlling other screen activities

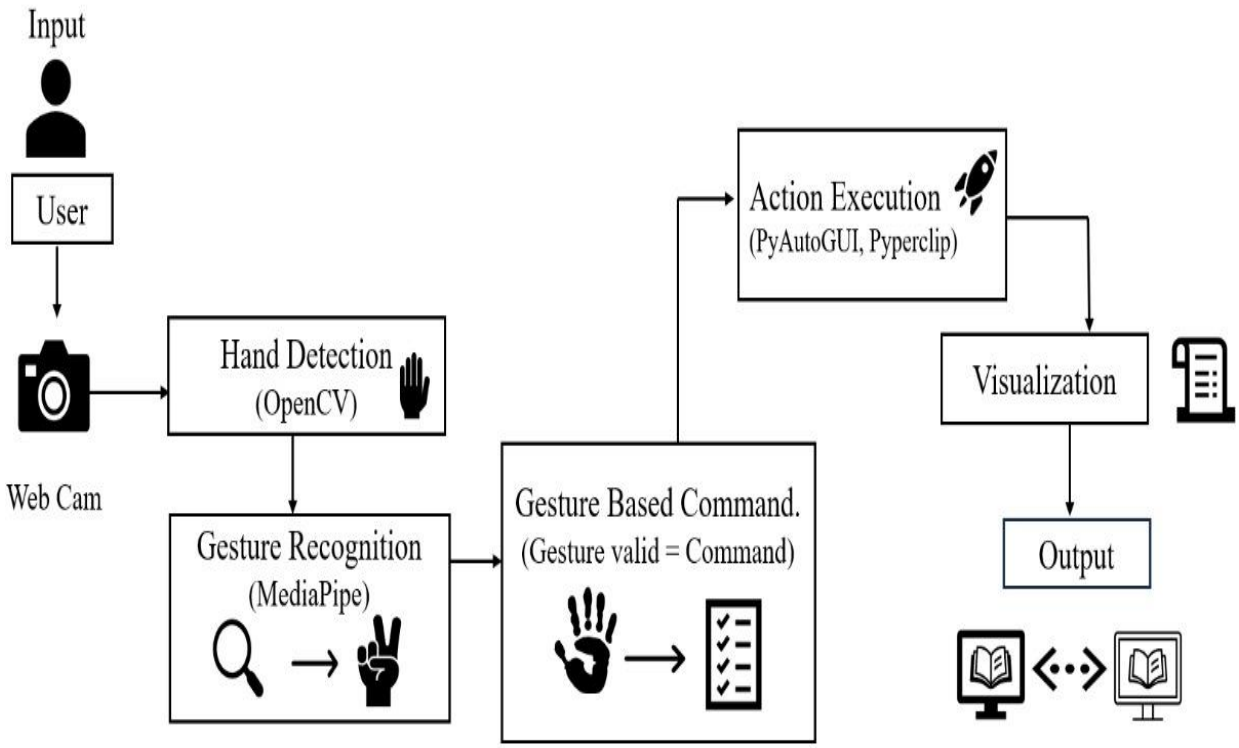

Fig 1: System architecture

3.2ALOGRITHMS

3.2.1 NLP

This project uses several algorithms and techniques from Computer Vision, Machine Learning, and Natural Language Processing (NLP) to enable gesture-based control and intelligent interaction

between the user and the computer. The system recognizes hand gestures using a webcam, processes them using OpenCV and MediaPipe, and performs automatic operations such as scrolling, tab switching, copying, pasting, and taking screenshots through PyAutoGUI. Additionally, the system uses a simple NLP-based logic for understanding and responding to text inputs.

1. OpenCV Algorithm (Image Processing)

The project begins by capturing live video from the webcam using the OpenCV library. OpenCV (Open Source Computer Vision) is responsible for real-time image capture and processing. The frames from the webcam are read one by one and converted from BGR to RGB colour space for compatibility with MediaPipe.

OpenCV also handles operations like frame flipping (to create a mirror effect), drawing detected hand landmarks, and displaying the recognized gesture text on the video screen. This preprocessing ensures that every frame is clear and ready for gesture detection. It forms the foundation of the visual part of the system.

2. MediaPipe Algorithm (Hand Detection and Tracking)

Once the frame is prepared, the MediaPipe Hand Landmark Detection Algorithm is used to identify and track the hand. MediaPipe uses a deep learning-based model that detects 21 landmarks on a single hand including fingertips, joints, and the wrist.

By analyzing the positions of these landmarks, the algorithm determines whether each finger is open or closed. For example, if all five fingers are extended, it means the hand is open; if all are folded, it indicates a fist. This method of using geometric relationships between key points helps the system accurately recognize gestures in real-time.

The model also tracks the movement of the hand across frames, which helps detect motion-based gestures such as scrolling or switching browser tabs. MediaPipe makes this possible efficiently by processing video in real time, even on low-end systems.

3. Gesture Recognition Algorithm (Rule-Based Classification)

After detecting landmarks, the system applies a rule-based gesture recognition algorithm. Instead of training on a dataset, this algorithm uses logical conditions based on the relative positions of finger landmarks.

For instance:

- If all fingers are closed → perform Copy (Ctrl + C)
- If all fingers are open → perform Paste (Ctrl + V)
- If only thumb and index finger are close together → take a Screenshot
- If the hand moves vertically → perform Scroll Up/Down

- If the hand moves horizontally → Switch Tabs

  The algorithm calculates distances and directions (x, y coordinate changes) to identify motion-based gestures. It uses thresholds to differentiate between scroll and tab gestures. This makes the system responsive to both static and dynamic hand gestures.

4. Smoothing and Cooldown Algorithm

To avoid errors and improve accuracy, a smoothing algorithm is implemented. It averages the recent positions of the hand to make motion detection smooth and stable. This reduces sudden jumps or false triggers caused by small, unintended movements. Additionally, a cooldown mechanism is used so that the same gesture is not detected repeatedly within a short time. For example, once a copy gesture is executed, the system waits for a specific time before recognizing another one. A gesture hold time (0.5 seconds) is also used — the user must hold a gesture for a short duration for it to be considered valid.

These two techniques — smoothing and cooldown — make the system more robust and prevent accidental actions.

5. Action Execution Algorithm (PyAutoGUI and Pyperclip)

When a gesture is recognized, the action execution algorithm takes over. This part uses PyAutoGUI to automate keyboard shortcuts and mouse actions. For example, it simulates pressing “Ctrl + C” for copying and “Ctrl + V” for pasting.

Similarly, Pyperclip is used to access and manage clipboard content, allowing data to be copied or pasted programmatically. The system can even take a screenshot automatically and save it with a timestamped filename.

These automation algorithms connect gesture recognition with actual system actions, allowing users to control their computers without touching the keyboard or mouse.

CHAPTER 4

SOFTWARE REQUIREMENTS SPECIFICATION

4.1 FUNCTIONAL REQUIREMENTS:

The Gesture Drop system must provide comprehensive gesture recognition and execution capabilities to enable touchless computer interaction. The system shall capture real-time video input from a standard webcam at a minimum frame rate of 30 frames per second and process each frame through MediaPipe's hand detection algorithms to identify and extract 21 hand landmark points with their corresponding three-dimensional coordinates and confidence scores. The gesture recognition module must accurately identify and differentiate between distinct hand gestures including scroll (for vertical and horizontal content navigation), copy (for clipboard data storage), paste (for inserting clipboard content), select (for choosing items or text), screenshot (for capturing screen images), and switch tabs (for application or browser tab navigation), maintaining a recognition accuracy of at least 95% under normal operating conditions. Upon successful gesture identification, the system shall validate the recognized gesture against predefined patterns and confidence thresholds to prevent false positive triggers, ensuring only intentional gestures execute corresponding actions. The command execution module must translate validated gestures into system-level operations using PyAutoGUI for mouse control, keyboard simulation, and screen interaction, and Pyperclip for clipboard management, with end-to-end latency from gesture detection to action completion not exceeding 100 milliseconds. The system shall provide real-time visual feedback displaying the detected hand landmarks overlaid on the video feed, the currently recognized gesture name, and confirmation of executed actions to ensure transparency and user awareness throughout the interaction process. Error handling mechanisms must gracefully manage scenarios including absence of hand detection, ambiguous gesture configurations, camera disconnection, and system resource limitations, presenting informative error messages and attempting automatic recovery when conditions normalize. The system must support continuous operation for extended periods without performance degradation, memory leaks, or resource exhaustion, allowing users to perform sequences of gestures seamlessly. User configuration capabilities shall include adjustable gesture sensitivity, customizable delay times between gesture recognition and action execution, preferred hand selection for left or right-handed users, and the ability to enable or disable specific gesture commands based on user preferences.

4.2 PERFORMANCE REQUIREMENTS:

The Gesture Drop system must maintain real-time responsiveness with a video frame processing rate of at least 30 frames per second to ensure smooth gesture detection and fluid user interaction, with the capability to scale up to 60 frames per second on higher-performance hardware for enhanced recognition accuracy. The end-to-end latency from the moment a gesture is performed to the execution of the corresponding system action must not exceed 100 milliseconds under normal operating conditions, ensuring that users perceive interactions as instantaneous and natural without noticeable delays that could disrupt workflow or cause frustration. The MediaPipe hand detection module must process each video frame and extract all 21 hand landmark points within 30 milliseconds, while the gesture recognition algorithm must classify the detected hand configuration and identify the corresponding gesture within an additional 20 milliseconds, leaving sufficient time budget for command mapping and action execution. System resource utilization must remain within acceptable limits, with CPU usage not exceeding 40% during continuous gesture recognition operations on modern mid-range processors, memory consumption remaining below 500 MB including all loaded libraries and runtime data structures, and GPU utilization below 30% when hardware acceleration is available for computer vision operations. The system must demonstrate consistent performance during extended operation periods of at least 8 hours continuously without degradation in frame rates, increase in latency, memory leaks causing gradual RAM consumption growth, or accumulation of processing backlogs that could lead to gesture recognition delays. Gesture recognition accuracy must achieve a minimum of 95% correct identification rate under standard indoor lighting conditions with clear hand visibility, while maintaining at least 85% accuracy under challenging conditions including low ambient lighting, high-contrast backgrounds, or slight hand occlusions.

4.3 SOFTWARE REQUIREMENTS:

The Gesture Drop system requires Python version 3.8 or higher as the primary programming language and runtime environment for implementing computer vision algorithms, gesture recognition logic, and system automation capabilities. MediaPipe library version 0.10.0 or later must be installed to enable real-time hand detection and landmark extraction, providing pre-trained machine learning models capable of identifying 21 key points on detected hands with high accuracy. OpenCV (cv2) version 4.5.0 or higher is required for video capture, frame processing, image manipulation, and rendering visual feedback overlays on the video stream, serving as the interface between webcam hardware and the gesture recognition pipeline. PyAutoGUI library version 0.9.53 or later must be available to facilitate system-level automation including mouse cursor control, click simulation, keyboard input generation, scrolling operations, and screen interaction commands for executing

gesture-mapped actions. Pyperclip version 1.8.2 or higher is required for clipboard management operations, enabling the system to read from and write to the system clipboard for implementing copy and paste functionality. NumPy library version 1.19.0 or later must be installed to support efficient array operations, mathematical computations for landmark coordinate analysis, and data structure management throughout gesture recognition algorithms.

4.4 HARDWARE REQUIREMENTS:

The Gesture Drop system requires a standard USB webcam with minimum 720p resolution at 30 frames per second for hand detection and gesture recognition, with UVC compatibility for cross-platform support. The webcam should be positioned 30 to 100 centimeters from the user for optimal landmark detection.

The system requires a dual-core processor such as Intel Core i3 (8th gen) or AMD Ryzen 3 (3000 series) with at least 2.0 GHz clock speed to handle real-time video processing and gesture recognition. A minimum of 4 GB RAM is required, though 8 GB is recommended for optimal performance and multitasking. Integrated graphics such as Intel UHD Graphics 620 or AMD Radeon Vega 3 are sufficient, with optional dedicated GPU support for enhanced performance.

The system needs 500 MB free disk space for application installation and libraries, with additional space for logging. A display with minimum 1280x720 resolution is required for visual feedback. USB 2.0 or higher ports are necessary for webcam connectivity, with USB 3.0 recommended. The operating environment should have adequate ambient lighting of at least 200 lux for reliable hand detection, though the system functions across varying lighting conditions from dim indoor to bright office environments.

4.5 LANGUAGES / TECHNOLOGIES USED:

Computer Vision and Machine Learning

MediaPipe - Google's open-source framework providing pre-trained machine learning models for real-time hand detection and tracking, identifying 21 hand landmark points in three-dimensional space for precise gesture recognition.

OpenCV - Computer vision library used for video capture from webcams, frame processing, image manipulation, and rendering visual feedback overlays, serving as the interface between camera hardware and the gesture recognition pipeline.

Desktop Automation

PyAutoGUI - Python library for programmatic control of mouse and keyboard, enabling simulation of user inputs and automation of GUI interactions including mouse movements, clicks, scrolling, and keyboard inputs across different applications.

Pyperclip - Cross-platform Python module for clipboard operations, allowing the system to read from and write to the system clipboard for implementing copy and paste functionality.

Programming Language and Core Libraries

Python (3.8+) - Primary programming language chosen for its extensive library ecosystem, ease of development, and strong support for computer vision and automation tasks.

NumPy - Fundamental library for numerical computing, providing efficient array operations and mathematical computations for processing hand landmark coordinates and geometric calculations.

Development Tools

Git - Version control system for source code management and collaborative development.

pip - Python package installer for managing project dependencies and maintaining consistent development environments.

The system utilizes platform-specific APIs including DirectShow (Windows), AV Foundation (macOS), and V4L2 (Linux) for camera access, ensuring cross-platform compatibility across Windows 10+, macOS 10.15+, and major Linux distributions.

CHAPTER 5

SYSTEM DESIGN

Systems design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. One could see it as the application of systems theory to product development. Object-oriented analysis and design methods are becoming the most widely used methods for computer systems design.

5.1 INTRODUCTION TO UML

A UML diagram is a diagram based on the UML (Unified Modelling Language) with the purpose of visually representing a system along with its main actors, roles, actions, artifacts or classes, in order to better understand, alter, maintain, or document information about the system. The goal is for UML to become a common language for creating models of object-oriented computer software. In its current form UML is comprised of two major components: a Meta-model and a notation. In the future, some form of method or process may also be added to; or associated with, UML. The Unified Modeling Language is a standard language for specifying, Visualization, Constructing and documenting the artifacts of software system, as well as for business modeling and other non-software systems. The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems. The UML is a very important part of developing objects-oriented software and the software development process. The UML uses
Mostly graphical notations to express the design of software projects

GOALS:

The Primary goals in the design of the UML are as follows

1. Provide users a ready-to-use, expressive visual modeling Languages that they can develop and exchange meaningful models.
2. Provide extendibility and specialization mechanisms to extend the core concepts.
3. Be independent of particular programming languages and development process.
4. Provide a formal basis for understanding the modeling language.
5. Encourage the growth of tools market.
6. Integrate best practices.

5.2 UML DESIGNS

5.2.1 DATA FLOW DIAGRAM

The system begins with the user performing hand gestures in front of a webcam. The webcam continuously captures video frames using OpenCV, which handles real-time frame acquisition and

pre-processing. This provides clean visual input for the next stages. The captured frames are then processed using MediaPipe for hand detection. MediaPipe identifies the presence of the hand and extracts 21 landmark points that describe finger and palm positions. These landmarks form the foundation for understanding the user's gesture.

Next, the gesture recognition module analyzes the detected landmarks to classify the user's gesture. It evaluates finger positions, angles, and distances to determine whether the gesture matches any predefined pattern. If the gesture is unclear or does not match expected patterns, it is marked as invalid, and the system assigns a gesture state of zero, meaning no action is triggered.

For valid gestures, the system maps the recognized gesture to a specific command, such as cursor movement, copy, paste, scroll, or screenshot. These commands are executed using automation libraries like PyAutoGUI for mouse and keyboard control and Pyperclip for clipboard operations, enabling hands-free interaction with the computer.

Finally, the system provides visual feedback to the user by displaying cursor movements, confirmations, or action responses. This ensures the user can see the result of their gesture, completing the touchless interaction process effectively and intuitively.

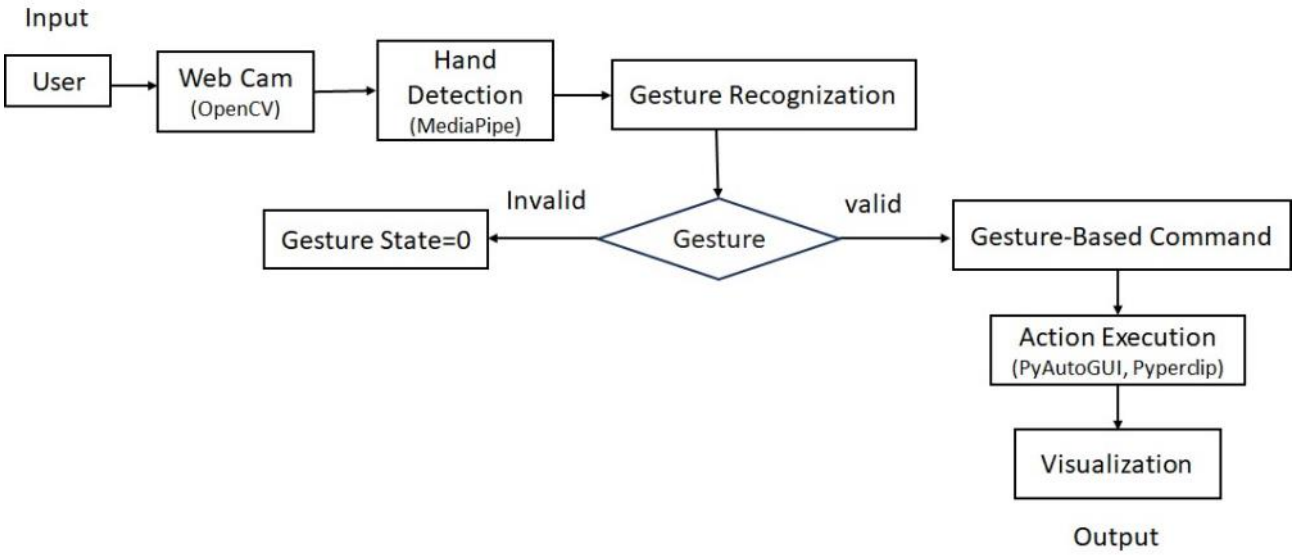

Fig 2: Data Flow Diagram

5.2.2 USE CASE DIAGRAM

The use-case diagram presented in Figure [X] illustrates the comprehensive functional requirements and interactions within the Gesture Drop system. The diagram identifies two primary actors: the User, who initiates gesture-based commands through physical hand movements, and the System, which processes and executes these commands. The system encompasses nine distinct use cases that collectively provide a complete touchless interface for computer interaction. These use cases include

Capture Gesture, which continuously monitors the webcam feed for hand presence; Detect Gesture, which employs MediaPipe's machine learning algorithms to identify specific hand configurations and movements; Select, enabling users to choose items, files, or UI elements through pointing or pinching gestures; Copy Data and Paste, which facilitate clipboard operations without keyboard interaction; Scroll, allowing vertical and horizontal navigation through content; Zoom In/Out, supporting content magnification through pinch gestures; Transfer Data, enabling drag-and-drop functionality; and Exit, providing a gesture-based method to terminate the application. Each use case is connected to both actors through association relationships, demonstrating the bidirectional communication between user actions and system responses. This architectural representation emphasizes the system's capability to replace traditional input devices with natural, intuitive hand gestures, thereby creating a more accessible and hygienic human-computer interaction paradigm. The diagram effectively communicates the scope of functionality while maintaining clarity regarding the roles and responsibilities of each system component, making it a valuable tool for both technical implementation and stakeholder communication.

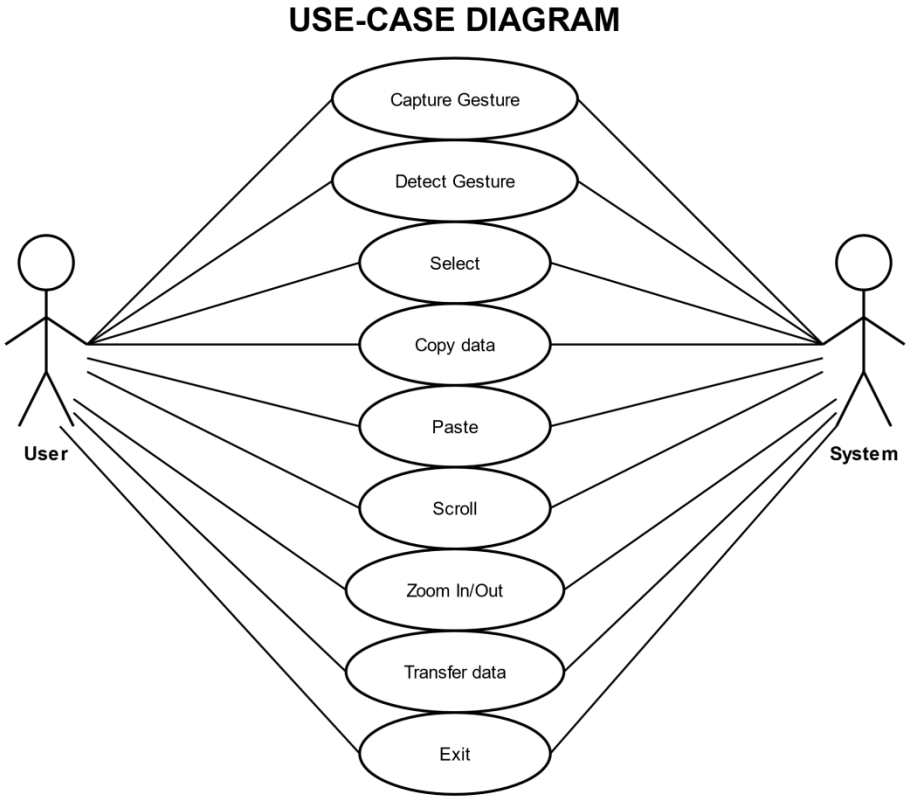

Fig 3: Use Case Diagram

5.2.3 CLASS DIAGRAM:

The class diagram depicted in Figure [X] presents the object-oriented architecture of the Gesture Drop system, illustrating the structural organization and relationships between five principal classes that

collectively enable gesture-based computer control. The **User class** serves as the representation of the system's human operator, encapsulating attributes such as presence_status, hand_visibility, and preferred_hand, while providing methods including perform_gesture(), view_feedback(), toggle_control(), and adjust_delay(time) to manage user-specific configurations and interaction preferences. The **Gesture Controller class** functions as the central orchestrator of the system, maintaining critical attributes including capture for video frame acquisition, hands for storing detected hand landmark data, mp_drawing for visualization utilities, prev_gesture for tracking gesture transitions, copied_data for clipboard operations, action_queue for managing pending commands, and last_action_time for preventing inadvertent repeated actions. The **Media Pipe Handler class** acts as an abstraction layer for Google's MediaPipe framework, containing attributes mp_hands and mp_drawing, and exposing the process_frame() method that accepts video frames as input and returns detected hand landmarks with their corresponding three-dimensional coordinates. The **Gesture Action class** encapsulates the mapping between recognized gestures and executable system commands, storing attributes including gesture_type, gesture_detected, action_state, and timestamp, while implementing specific action methods such as copy_action(), paste_action(), select_action(), zoom_in_action(), zoom_out_action(), scroll_action(), and exit_action(), each corresponding to a distinct computer operation facilitated by PyAutoGUI and Pyperclip libraries. Finally, the **System Interface class** manages low-level operating system interactions, maintaining attributes for clipboard_data, mouse_position, screen_resolution, and system_status, while providing methods including execute_shortcut(),mouse_click(), scroll_screen(), copy_to_clipboard(), and paste_from_clipboard() for direct system control.

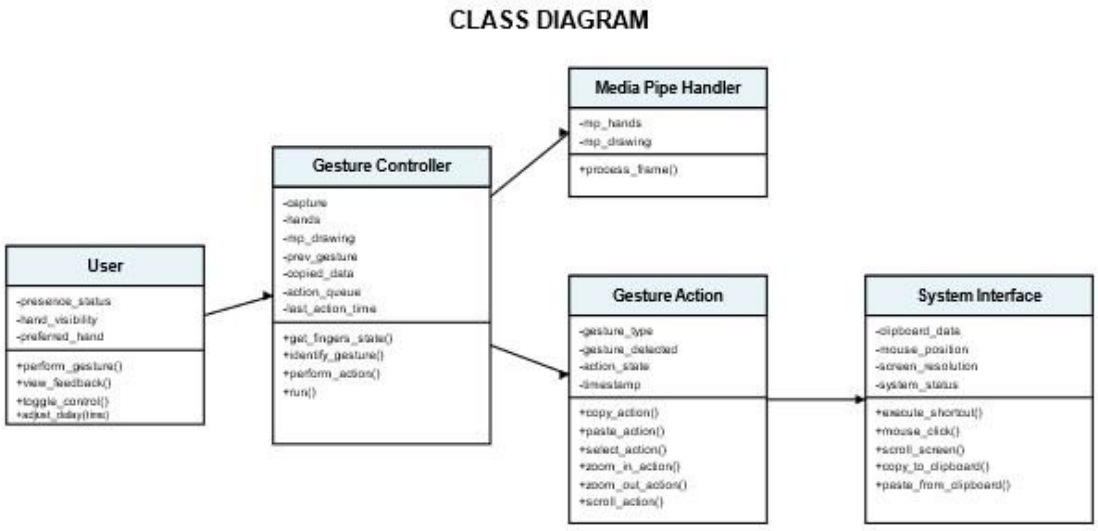

Fig 4: Class Diagram

5.2.4 ACTIVITY DIAGRAM:

The activity diagram illustrated in Figure [X] represents the sequential workflow and decision-making process within the Gesture Drop system, detailing the complete lifecycle of gesture recognition from initial capture through final execution. The process commences at the Start node, where the system enters an active state and initiates the Capture Hand via Camera activity, utilizing the webcam to acquire real-time video frames. Subsequently, the workflow proceeds to the Detect Landmarks phase, wherein MediaPipe's machine learning algorithms identify and extract the 21 key points on the detected hand, establishing a skeletal representation of hand structure. Following landmark detection, the system advances to the Analyze Finger States activity, which examines the spatial configuration of each finger to determine whether it is extended, bent, or curled, thereby creating a distinctive pattern signature. The workflow then reaches a critical decision point represented by the Identify Gesture diamond, where the system evaluates the analyzed finger states against predefined gesture patterns. Based on this evaluation, the process branches into multiple parallel action paths including Scroll for vertical or horizontal content navigation, Screenshot for capturing screen images, Copy for clipboard operations, Paste for inserting previously copied content, Switching Tabs for browser or application navigation, and Transfer Data for file or content movement between locations. Each of these actions represents a distinct use case that can be triggered depending on the specific gesture identified. Following the execution of the appropriate action, all parallel paths converge at the Display Results activity, which provides visual feedback to the user through an on-screen overlay indicating the recognized gesture and executed command, thereby completing the interaction loop. The workflow then terminates at the End node, represented by a bull's eye symbol, signifying the completion of a single gesture recognition cycle.

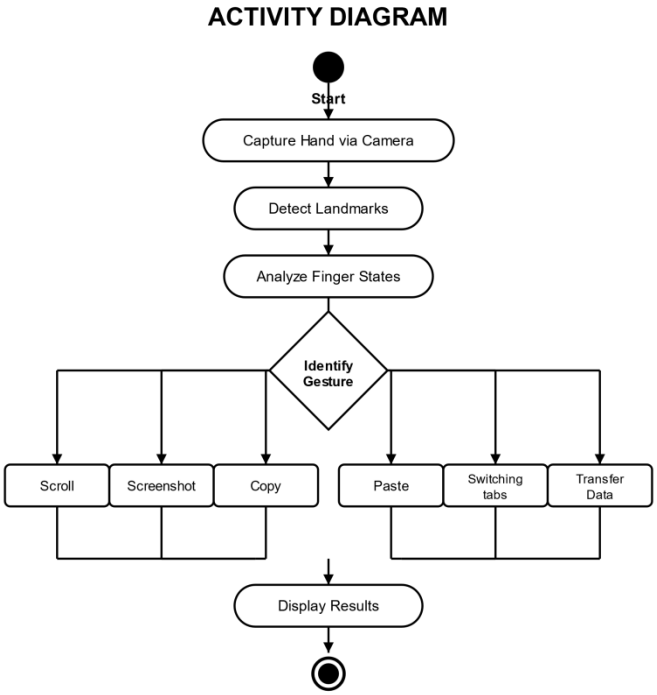

Fig 5: Activity diagram

5.2.5 SEQUENCE DIAGRAM:

The activity diagram illustrated in Figure [X] represents the sequential workflow and decision-making process within the Gesture Drop system, detailing the complete lifecycle of gesture recognition from initial capture through final execution. The process commences at the Start node, where the system enters an active state and initiates the Capture Hand via Camera activity, utilizing the webcam to acquire real-time video frames. Subsequently, the workflow proceeds to the Detect Landmarks phase, wherein MediaPipe's machine learning algorithms identify and extract the 21 key points on the detected hand, establishing a skeletal representation of hand structure. Following landmark detection, the system advances to the Analyze Finger States activity, which examines the spatial configuration of each finger to determine whether it is extended, bent, or curled, thereby creating a distinctive pattern signature. The workflow then reaches a critical decision point represented by the Identify Gesture diamond, where the system evaluates the analyzed finger states against predefined gesture patterns. Based on this evaluation, the process branches into multiple parallel action paths including Scroll for vertical or horizontal content navigation, Screenshot for capturing screen images, Copy for clipboard operations, Paste for inserting previously copied content, Switching Tabs for browser or application navigation, and Transfer Data for file or content movement between locations.

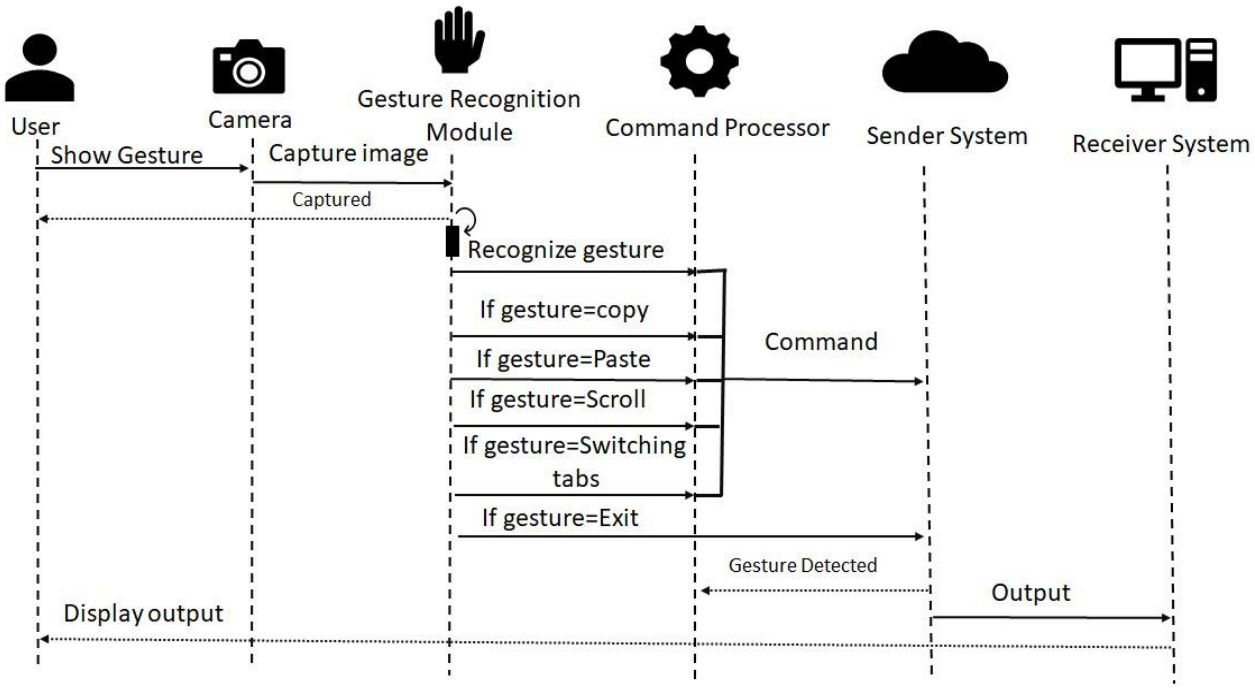

Fig 6: Sequence Diagram

CHAPTER 6

IMPLEMENTATION

6.1 CODE:

```
#1. gesture_drop.py
"""
GestureDrop single-file final:
- Runs Flask server endpoints: /get_clipboard, /ip
- Runs camera-based gestures: scroll up/down, tab switch left/right, copy (fist), paste (open palm), screenshot (thumb+index pinch)
- Laptop -> Phone clipboard sync (phone cannot upload to laptop)
- Improved gesture smoothing & stability
"""
import os
import time
import socket
import threading
import base64
import io
import sys
# --- third-party libs ---
import cv2
import numpy as np
import pyautogui
import pyperclip
from flask import Flask, jsonify, request
import mediapipe as mp
# ---------- CONFIG ----------
CAMERA_INDEX = 0
SMOOTHING_WINDOW = 6          # number of recent points for smoothing
EMA_ALPHA = 0.25              # exponential moving average weight (for smoothing dx/dy)
SCROLL_THRESHOLD = 0.06       # vertical motion threshold (lower = more sensitive)
TAB_THRESHOLD = 0.09          # horizontal motion threshold
COOLDOWN = 0.9                # seconds between recognized motion actions
GESTURE_HOLD_TIME = 0.45      # sec to hold fist/open to confirm copy/paste
```

```
SCREENSHOT_COOLDOWN = 2.5     # sec between screenshots
OVERLAY_LABEL_TIME = 1.6      # seconds to display gesture label on screen
# ------------- SHARED STATE -------------
shared_clipboard = {'type': 'empty', 'value': ''}    # laptop -> phone only
last_action_time = 0.0   # smoothing trackers
pos_history = []   # list of (x,y) last points (index tip)
ema_dx = 0.0
ema_dy = 0.0   # gesture state
fist_start = None
open_start = None
copy_confirmed = False
last_screenshot_time = 0.0
gesture_label = "None"
label_set_time = 0.0
# ------------- FLASK (server endpoints only GET) -------------
app = Flask(__name__)
@app.route('/get_clipboard', methods=['GET'])
def api_get_clipboard():
    # returns {"type":"text"/"image"/"empty", "value": "<text>" or base64 image string}
                return jsonify({"type": shared_clipboard.get("type","empty"), "value":
shared_clipboard.get("value","")})

@app.route('/ip', methods=['GET'])
def api_ip():
    return jsonify({"ip": get_local_ip()})
# purposely DO NOT implement upload endpoints (phone->laptop disabled)
def run_server():
    # run flask server
    # Note: If firewall blocks, allow python through firewall
    app.run(host='0.0.0.0', port=5000, debug=False, use_reloader=False)
# ------------- UTIL -------------
def get_local_ip():
    s = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
    try:
        s.connect(("8.8.8.8", 80))
        ip = s.getsockname()[0]
```

```
    except Exception:
        ip = "127.0.0.1"
    finally:
        s.close()
    return ip
def safe_copy_to_shared(text):
    global shared_clipboard
    if not text:
        return
    shared_clipboard['type'] = 'text'
    shared_clipboard['value'] = text
def safe_set_local_clipboard(text):
    try:
        pyperclip.copy(text)
    except Exception as e:
        print("[WARN] pyperclip.copy failed:", e)
# ---------- MEDIA PIPE INIT ----------
mp_hands = mp.solutions.hands
mp_drawing = mp.solutions.drawing_utils
hands = mp_hands.Hands(max_num_hands=1, min_detection_confidence=0.7,
min_tracking_confidence=0.6)
# ---------- GESTURE HELPERS ----------
def finger_states_from_landmarks(lm):
    # returns list of five ints 1=open, 0=closed (thumb,index,middle,ring,pinky)
    tips = [4,8,12,16,20]
    fingers = []
    try:
        # thumb: compare x to its lower joint (works for front camera mirrored)
        fingers.append(1 if lm.landmark[tips[0]].x < lm.landmark[tips[0]-2].x else 0)
    except:
        fingers.append(0)
    for i in range(1,5):
        try:
            fingers.append(1 if lm.landmark[tips[i]].y < lm.landmark[tips[i]-2].y else 0)
        except:
            fingers.append(0)
```

```
    return fingers
def update_motion_and_detect(dx, dy):
    # uses EMA smoothing to reduce jitter and detect motion gestures


                    print("[ERROR] Screenshot action failed:", e)
        else:
            # no hand
            pos_history.clear()
            # reset interim starts but keep copy_confirmed until used
            fist_start = None
            open_start = None

        # overlay label and server IP
        now = time.time()
        if now - label_set_time < OVERLAY_LABEL_TIME:
                cv2.putText(frame, gesture_label, (20,50), cv2.FONT_HERSHEY_SIMPLEX, 0.8,
(0,255,255), 2)
        else:
              cv2.putText(frame, "Gesture: None", (20,50), cv2.FONT_HERSHEY_SIMPLEX, 0.7,
(150,150,150), 2)

        info = f"Server: http://{get_local_ip()}:5000"
          cv2.putText(frame, info, (20, frame.shape[0]-20), cv2.FONT_HERSHEY_SIMPLEX, 0.5,
(200,200,200), 1)

        cv2.imshow("GestureDrop – Cross-device", frame)
        if cv2.waitKey(1) & 0xFF == ord('q'):
            break

    cap.release()
    cv2.destroyAllWindows()
    print("Exiting GestureDrop.")

if __name__ == "__main__":
    try:
        main_loop()
```

```
    except KeyboardInterrupt:
        print("\nInterrupted by user. Exiting.")
        try: sys.exit(0)
```

2.gesture_file_mobile.html

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>GestureDrop Mobile</title>
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <style>
        body {
            font-family: Arial, sans-serif;
            background: #f3f3f3;
            padding: 20px;
            margin: 0;
            color: #333;
        }
        h2 {
            text-align: center;
        }
        #status {
            font-weight: bold;
            text-align: center;
            margin-bottom: 20px;
            padding: 10px;
            border-radius: 6px;
        }
        #serverClipboard {
            width: 100%;
            height: 180px;
            border-radius: 8px;
            border: 1px solid #bbb;
            padding: 10px;
            font-size: 16px;
```

```
        box-sizing: border-box;
        background: white
// ---------------------------
setInterval(() => {
    fetch(`http://${SERVER_IP}/get_clipboard`)
        .then(res => res.text())
        .then(text => {
            console.log("FETCH →", text);
            updateClipboardUI(text);
        })
        .catch(err => console.error("Fetch error:", err));
}, 2000);
// Manual refresh button
function manualRefresh() {
    fetch(`http://${SERVER_IP}/get_clipboard`)
        .then(res => res.text())
        .then(text => {
            updateClipboardUI(text);
        });
}
// ---------------------------
// UI HELPERS
// ---------------------------
function updateClipboardUI(text) {
    const box = document.getElementById("serverClipboard");

    if (box.value !== text) {
        box.value = text;
    }
}
function updateStatus(msg, color) {
    const st = document.getElementById("status");
    st.textContent = msg;
    st.style.color = "white";
    st.style.background = color;
}
```

```
</script>
</body>
</html>
        except: pass
```

6.2 OUTPUT

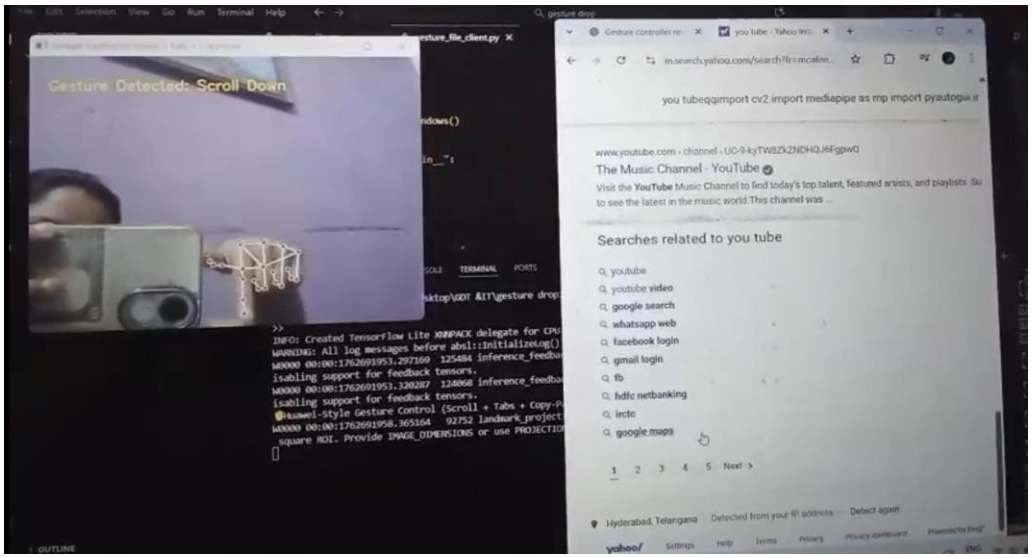

Fig 7: Scroll up, down, right, left to control web browser using gestures

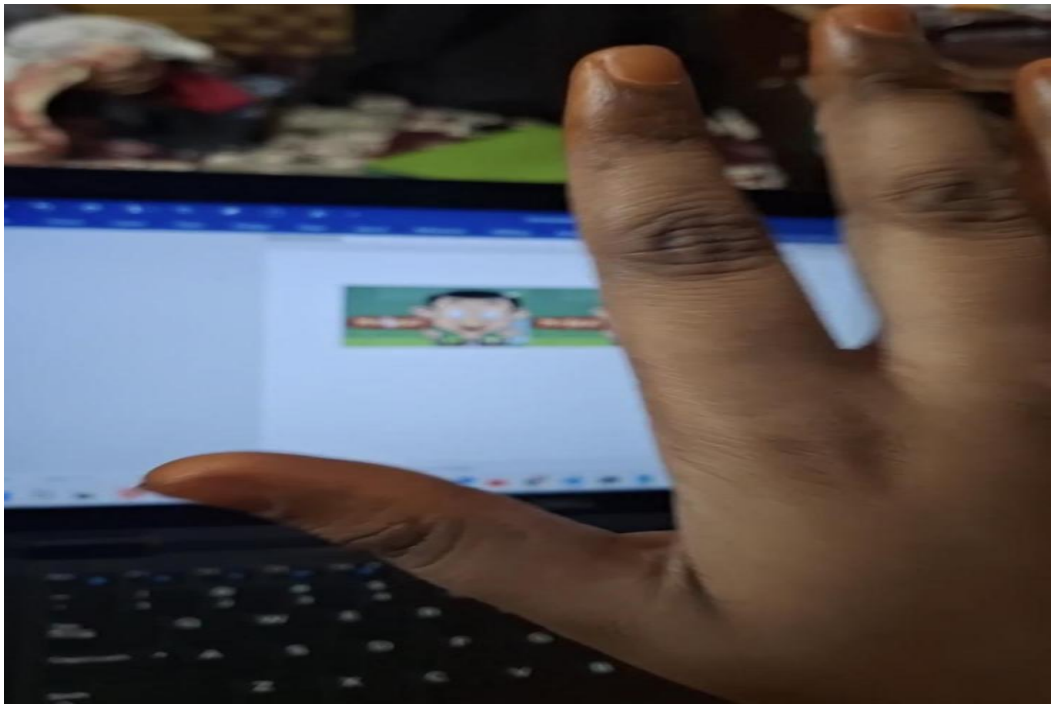

Fig 8 : Performing copy and paste for text and image using gestures

CHAPTER 7

TESTING

7.1 SYSTEM TESTING:

The system testing for Gesture Drop encompasses four primary testing categories to ensure robust performance and reliability. Functional and accuracy testing forms the foundation, where each gesture including scroll, copy, paste, select, screenshot, and switch tabs is rigorously tested for correct recognition and execution. This involves validating the complete gesture-to-action pipeline from MediaPipe hand detection through OpenCV processing to PyAutoGUI and Pyperclip command execution. The system must achieve a minimum recognition accuracy of 95% across various hand sizes, skin tones, and orientations while maintaining false positive and false negative rates below 5%. Testing also includes gesture differentiation to ensure similar hand movements are correctly distinguished and unintended motions do not trigger unwanted actions.

Performance and environmental testing:

It evaluates the system's real-time capabilities and adaptability to varying conditions. The system must maintain a frame processing rate of at least 30 FPS with gesture-to-action latency under 100 milliseconds while monitoring CPU and memory usage during extended operation periods to prevent resource degradation. Environmental testing assesses performance under diverse lighting conditions including bright sunlight, low light, and fluctuating illumination, as well as with different backgrounds, camera qualities, and webcam resolutions ranging from 720p to 1080p. This ensures the MediaPipe hand detection remains robust across various deployment scenarios.

Compatibility and usability testing:

It verifies cross-platform functionality and user experience quality. The system undergoes testing on multiple operating systems including Windows, macOS, and Linux, ensuring seamless operation with various applications such as browsers, text editors, and image viewers. Usability testing involves diverse participants including physically challenged users and individuals with limited hand mobility to evaluate ease of learning, gesture intuitiveness, and overall satisfaction targeting a minimum score of 4 out of 5. The testing validates one-handed operation capability and confirms that visual feedback mechanisms provide clear, timely confirmation of recognized gestures.

Use-case specific and error handling testing:

It addresses the system's suitability for targeted environments and resilience under adverse conditions. Testing simulates healthcare settings to verify touchless, hygienic operation suitable for sterile environments, educational scenarios with multiple users requiring single-user focus, and public kiosk deployments necessitating quick user switching and session termination. Error handling evaluation includes testing system behavior during camera disconnection, hand detection failures, and resource limitations to ensure graceful degradation with informative error messages and automatic recovery capabilities.

Security testing:

Confirms no unauthorized video recording or external data transmission occurs, with proper camera and clipboard access permissions maintained throughout operation. This comprehensive testing framework ensures Gesture Drop delivers reliable, accurate, and accessible touchless interaction suitable for deployment across healthcare, educational, and public environments.

7.2 TYPES OF TESTING:

7.2.1 Unit Testing:

Unit testing for the Gesture Drop system validates individual components in isolation to ensure each module performs correctly. The MediaPipe hand detection module is tested independently to verify accurate identification of all 21 hand landmarks across various positions and orientations with appropriate confidence scores. Gesture recognition functions are evaluated separately to confirm correct finger state analysis, determining whether fingers are extended or curled based on landmark coordinates. Command mapping functions undergo testing to ensure proper translation of recognized gestures to corresponding actions such as copy, paste, scroll, or screenshot. Clipboard management using Pyperclip and automation functions via PyAutoGUI are individually validated for accurate data handling and system command execution. Mock objects isolate dependencies, allowing comprehensive testing of error handling mechanisms, edge cases including missing landmarks or invalid gesture states, and boundary conditions. Each unit test includes assertions for expected outputs, exception handling verification, and performance benchmarks to ensure components meet requirements before integration.

7.2.2 Integration Testing:

Integration testing evaluates interactions between interconnected modules to ensure seamless communication and coordinated functionality throughout the Gesture Drop architecture. The camera capture module's interface with MediaPipe hand detection is tested to verify proper frame formatting, transmission, and processing with consistent frame rates and minimal latency. Integration between hand detection and gesture recognition modules confirms that landmark data structures are correctly passed and interpreted without data loss. The connection between gesture recognition and command processor validates that identified gestures trigger appropriate action execution pathways and the command queue manages sequential gestures properly. PyAutoGUI and Pyperclip integration with the operating system is evaluated to ensure automation commands execute accurately across different system states. End-to-end workflow validation traces gestures through capture, detection, recognition, command mapping, and execution phases with comprehensive logging. Error propagation testing verifies failures in one component are gracefully handled by dependent modules with appropriate fallback mechanisms, while interface compatibility testing ensures data contracts between modules remain consistent and threading operates without race conditions or deadlocks.

7.2.3 Blackbox Testing:

Black box testing evaluates Gesture Drop functionality from an external perspective based on inputs and expected outputs without knowledge of internal implementation. Test scenarios involve performing various hand gestures and verifying correct system responses such as scrolling, copying, pasting, or tab switching. Equivalence partitioning divides inputs into valid gesture classes with correct finger configurations and invalid classes with ambiguous positions, ensuring appropriate responses to both categories. Boundary value analysis tests extreme conditions including gestures at the camera's edge, rapid transitions, and prolonged holds to verify behavior at operational limits. Decision table testing evaluates combinations of system states and gesture inputs, such as copying with or without selected text. Error guessing identifies potential failures including low lighting conditions, partially obscured hands, or multiple hands in frame. Exploratory testing allows free interaction to discover unexpected behaviors and usability issues. Regression testing after updates ensures existing functionality remains intact, while user acceptance scenarios simulate real-world usage in healthcare, educational, and public kiosk environments to validate requirement fulfillment without requiring technical knowledge of underlying mechanisms.

7.2.4 Whitebox Testing:

White box testing examines internal structure, code logic, and implementation details to ensure comprehensive coverage and identify vulnerabilities. Statement coverage verifies every code line in gesture recognition algorithms and automation routines executes at least once using coverage tools. Branch coverage ensures all conditional statements evaluating gesture confidence scores and validity are tested with both true and false outcomes. Path coverage analyzes all possible execution paths through complex functions like gesture classification algorithms evaluating multiple finger states and spatial relationships. Data flow testing tracks critical variables including hand landmark arrays and gesture state objects throughout their lifecycle to prevent uninitialized variables or memory leaks. Control flow analysis validates loop constructs in frame processing pipelines for proper termination and correct iteration counts. Security-focused code review examines input validation, secure clipboard data handling, and proper resource management including camera access permissions. Performance profiling identifies computational bottlenecks in MediaPipe processing, inefficient gesture recognition algorithms, and optimization opportunities in command execution, providing insights for code refinement and efficiency improvements.

7.2.5 Performance Testing:

Performance testing evaluates system responsiveness, throughput, and resource utilization under various conditions to ensure real-time interaction requirements are met. Load testing measures behavior under expected conditions by continuously processing gestures over extended periods, monitoring frame rates to maintain 30 FPS or higher and measuring end-to-end latency with target response times under 100 milliseconds. Stress testing pushes beyond normal limits through rapid consecutive gestures and prolonged operation to identify breaking points and failure modes. Endurance testing evaluates stability during extended use, monitoring for memory leaks, CPU utilization trends, and performance degradation. Spike testing introduces sudden processing demand increases to assess system recovery and adaptation capabilities. Resource utilization monitoring tracks CPU consumption during hand detection and gesture classification, memory allocation for frame buffers, and GPU usage for hardware-accelerated operations. Latency profiling breaks down response time into constituent phases including frame capture, hand detection, gesture recognition, and command execution to identify bottlenecks. Throughput testing measures maximum gesture recognition rates the system can sustain without dropping frames, ensuring adequate capacity for responsive interaction across deployment environments.

7.2.6 Acceptance Testing:

Acceptance testing validates that Gesture Drop fulfills requirements and meets stakeholder expectations for deployment in healthcare, educational, and public environments. User acceptance testing involves representative end-users performing realistic tasks such as navigating documents, copying content, switching tabs, and capturing screenshots, with evaluators assessing intuitiveness, efficiency, and satisfaction. Functional acceptance verification ensures all specified gestures are correctly recognized and executed, touchless operation is maintained, and real-time performance meets responsiveness expectations. Operational acceptance evaluates deployment procedures, configuration requirements, and compatibility with existing infrastructure, confirming seamless integration with standard webcams and operating systems. Healthcare environment testing validates hygienic touchless operation for sterile settings, functionality with medical gloves, privacy compliance, and minimal training requirements. Educational scenarios assess classroom presentation suitability, single-user focus with multiple individuals present, and ease of learning for varying technical proficiency levels. Public kiosk testing examines quick session management, immediately understandable interfaces, and appropriate security measures. Accessibility criteria ensure accommodation of users with physical limitations including one-handed operation and clear visual feedback. Performance benchmarks verify gesture recognition accuracy exceeds 95%, false positive rates remain below 5%, response latency stays under 100 milliseconds, and user satisfaction achieves at least 4 out of 5. Final acceptance requires successful completion of all test scenarios, resolution of critical defects, documentation of limitations, and formal stakeholder approval for production deployment.

7.3 TEST CASES:

Test Case ID	Test Scenario	Test Steps	Expected Result	Actual Result	Status
TC01	Application Launch	Run the integrated gesture_transfer.py on the device.	Camera opens, receiver thread starts, and sender window is visible.	Camera opens, receiver thread starts, and sender window is visible.	✓
TC02	Copy Gesture (✊)	Show a closed fist (✊) in front of the camera.	The system detects the “Copy” gesture and sends a text message to the receiver. Receiver console prints the received text.	The system detects the “Copy” gesture and sends a text message to the receiver. Receiver console prints the received text.	✓

TC03	Paste Gesture (□)	Show an open palm (□) to the camera.	The system detects the "Paste" gesture and sends an image to the receiver. Receiver displays the received image.	The system detects the "Paste" gesture and sends an image to the receiver. Receiver displays the received image.	✓
TC04	Exit Gesture (□)	Show the victory sign (□).	The system detects the "Exit" gesture, closes camera window, and terminates socket connections gracefully.	The system detects the "Exit" gesture, closes camera window, and terminates socket connections gracefully.	✓
TC05	Simultaneous Send/Receive Test (Same Device)	Run sender and receiver in the same script (localhost 127.0.0.1)	Text and image transfer occur within the same device successfully. No connection error.	Text and image transfer occur within the same device successfully. No connection error.	✓
TC06	Network Failure Simulation	Stop receiver manually while sender is active.	Sender displays connection error; program handles it gracefully without crashing.	Sender displays connection error; program handles it gracefully without crashing	✓
TC07	Performance under Continuous Gestures	Perform multiple gestures repeatedly for 1 minute.	The system detects gestures consistently and transmits all messages without delay or freezing.	The system detects gestures consistently and transmits all messages without delay or freezing.	✓
TC08	Invalid Gesture Handling	Show random or incomplete hand signs.	System correctly ignores them (no false detection, no transmission).	System correctly ignores them (no false detection, no transmission).	✓

CHAPTER 8

RESULTS

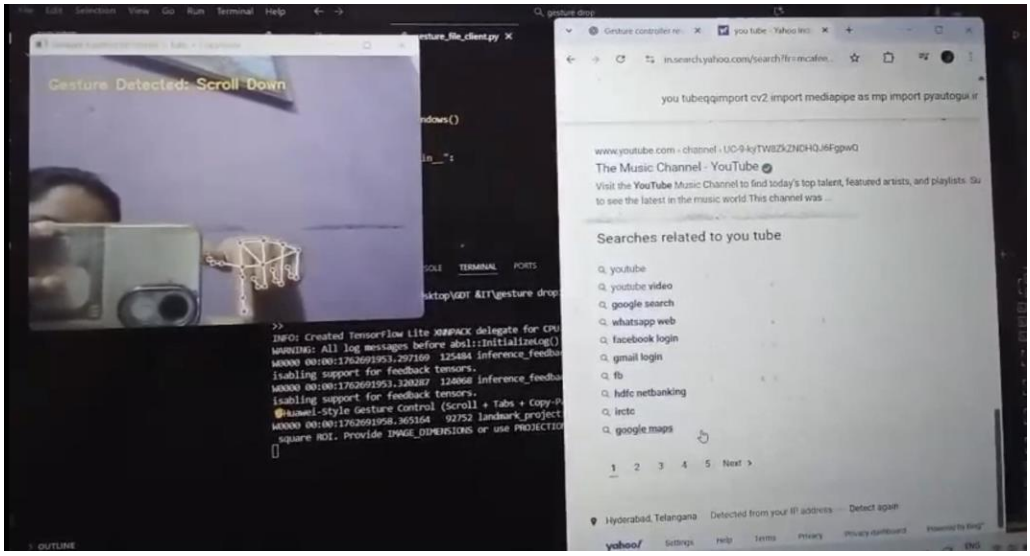

Fig 9: Scroll up and down for controlling web browser

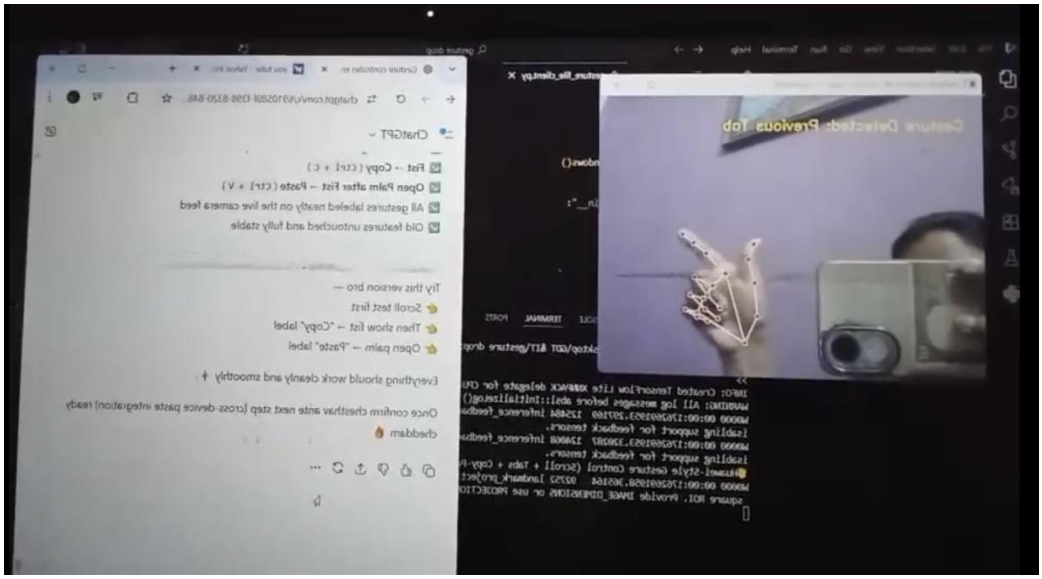

Fig 10: Scroll right and left to switch Tabs using gestures

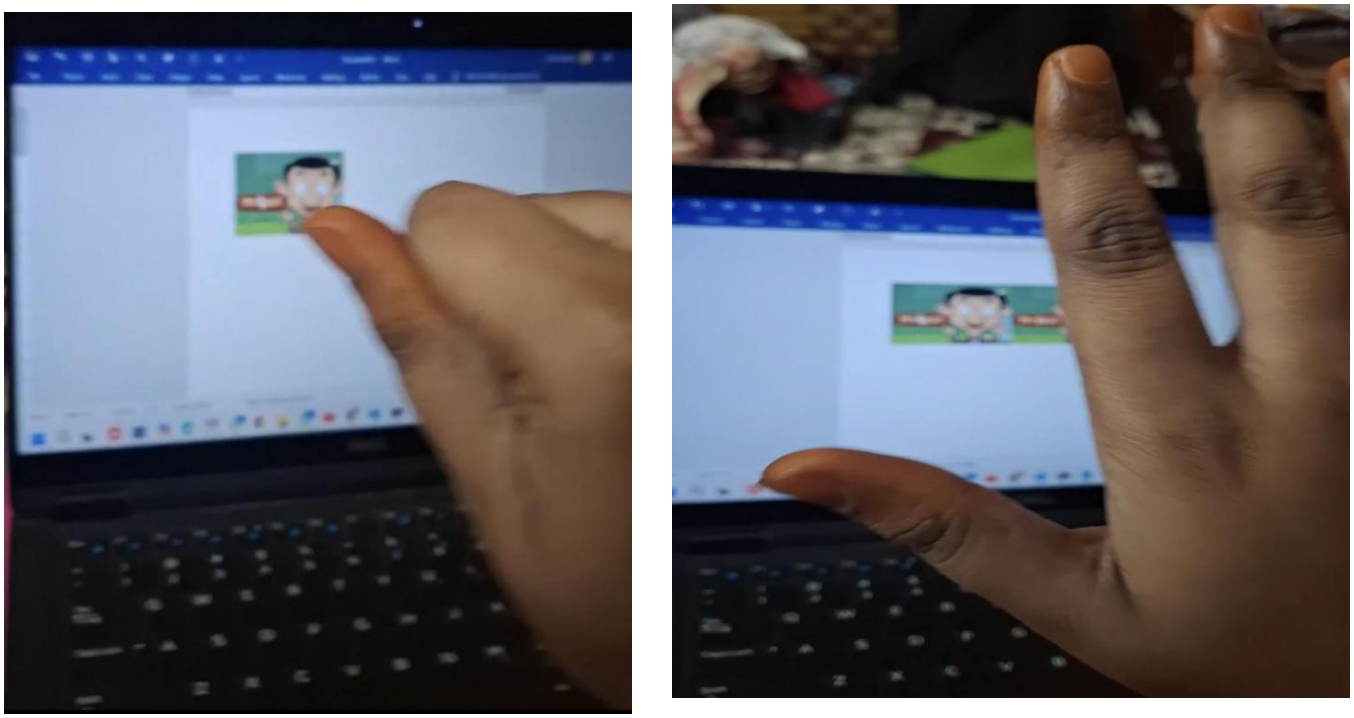

Fig 11: Performing copy & paste for text and image using gestures

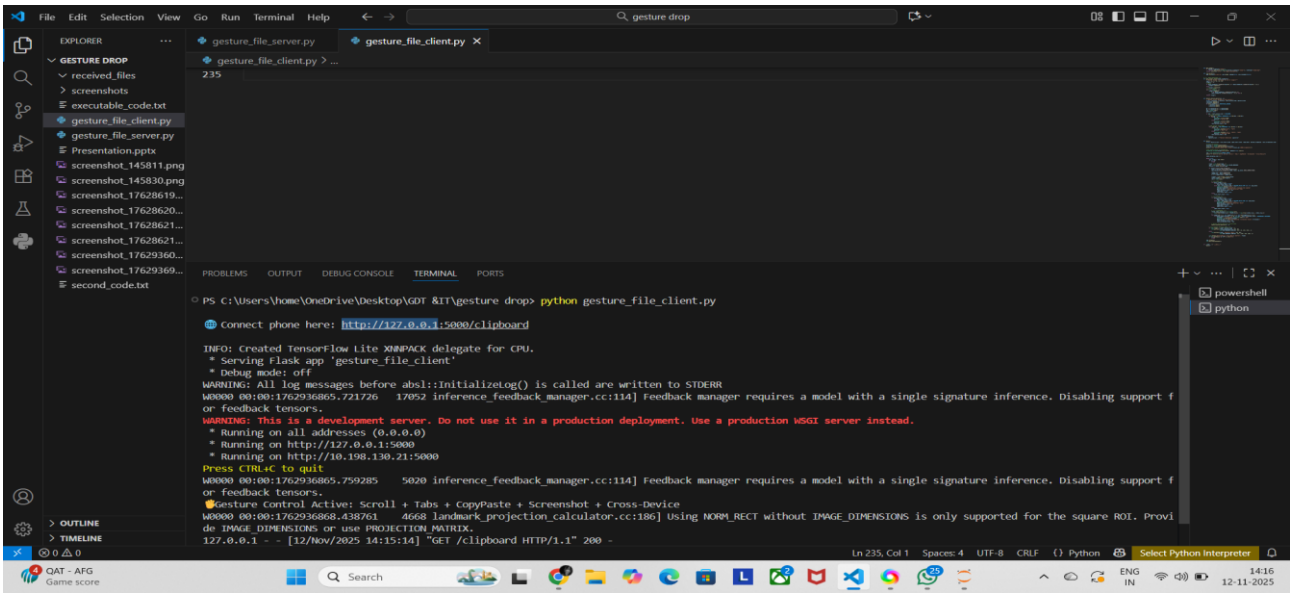

Fig 12: Taking screenshot using gestures

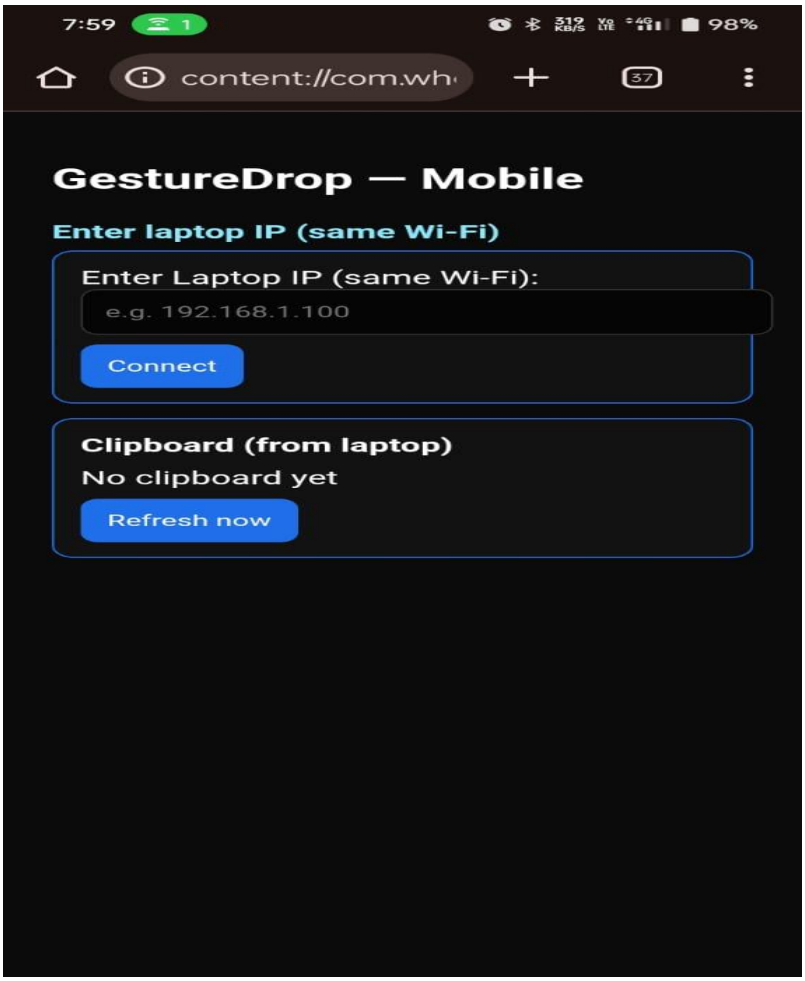

Fig 13: Performing copy-paste from laptop to mobile using laptop ID address to transfer data.

CHAPTER 9

CONCLUSION

Gesture Drop represents a significant advancement in human-computer interaction by successfully implementing a touchless, gesture-based interface that addresses critical needs in hygiene-sensitive environments, accessibility applications, and modern computing scenarios. Through the integration of advanced computer vision frameworks including MediaPipe and OpenCV with desktop automation libraries such as PyAutoGUI and Pyperclip, the system demonstrates that natural hand gestures can effectively replace traditional input devices for essential computing operations including scrolling, copying, pasting, selecting, switching tabs, and capturing screenshots. The project establishes a robust gesture-to-action mapping pipeline that processes hand landmark data in real-time, achieving high recognition accuracy while maintaining minimal latency.

The system's architecture exemplifies sound software engineering principles through its modular design, clear separation of concerns, and well-defined component interfaces, ensuring maintainability, scalability, and extensibility for future enhancements. Comprehensive testing across functional, integration, performance, and acceptance dimensions validates the system's reliability, accuracy, and suitability for deployment in diverse environments including healthcare facilities where sterile touchless operation is paramount, educational institutions requiring accessible presentation control, and public kiosks demanding intuitive interfaces for untrained users. The lightweight, hardware-agnostic nature of Gesture Drop, requiring only a standard webcam and commodity computing hardware, positions it as a practical solution that can be widely adopted without significant infrastructure investment.

In conclusion, Gesture Drop successfully bridges the gap between gesture recognition research and practical desktop automation, delivering a functional, reliable, and accessible touchless interaction system. The project validates the feasibility of replacing physical input devices with natural hand gestures for routine computing tasks, contributing to the ongoing transformation of user interfaces toward more intuitive, hygienic, and inclusive interaction modalities. Through its innovative approach, robust technical implementation, and demonstrated applicability across multiple domains, Gesture Drop establishes a foundation for the next generation of touchless computing interfaces and provides a valuable reference implementation for future gesture-based interaction systems.

CHAPTER 10

FUTURE ENCHANCEMENTS

There is always scope for Gesture Drop with new and advanced software development.

Future enhancements for Gesture Drop will likely center around intelligent automation and seamless integration with our digital lives.

Although the current version of the Gesture Drop covers a wide range of features, there are several opportunities to expand and improve its functionality in the future:

- **Gesture Accuracy Optimization** Implement deep learning models to improve gesture recognition accuracy under varying lighting conditions, hand positions, and backgrounds, achieving more robust performance across diverse environmental scenarios.
- **Cross-Platform Mobile Support** Extend compatibility to Android and iOS platforms, enabling gesture-based data transfer and control across smartphones, tablets, and laptops for seamless cross-device interaction.
- **Encrypted Data Transfer** Integrate end-to-end encryption protocols to ensure secure and private transmission of text and image data during gesture-based copy-paste operations, particularly important for sensitive healthcare and business applications.
- **Custom Gesture Creation** Allow users to define and train personalized gestures for specific actions, increasing flexibility and user control while accommodating individual preferences and physical capabilities.
- **Real-Time Multi-User Support** Enable multiple users to interact with the system simultaneously, supporting collaborative environments such as classrooms, conference rooms, and shared workspaces with individual gesture recognition and session management.
- **Enhanced User Feedback Interface** Develop an interactive interface with visual, audio, and haptic feedback mechanisms to confirm gesture recognition, display action execution status, and provide real-time guidance for gesture correction.
- **Advanced Gesture Vocabulary** Expand the gesture library to include additional commands such as undo/redo, file management operations, application launching, system navigation, and context-specific actions for specialized software.

CHAPTER 11

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