## TABLE OF CONTENTS

1.	INTRODUCTION	1
	1.1 Problem Statement	1
	1.2 Motivation of the project	1
	1.3 Project Goals and Scope.	1
	1.4 Machine Learning and Computer Vision	2
	1.5 Computer Vision and Facial Landmarks	3
	1.51. Implementation Techniques	5
2.	REQUIREMENT ANALYSIS	6
	2.1 Feasibility Analysis.	6
	2.11 Technical Feasibility	7
	2.12 Economical Feasibility	7
	2.13 Operational Feasibility	8
	2.2 Functional requirements analysis	8
	2.3 Non-functional requirements	8
	2.31 Quality of Service.	8
	2.32 Availability	9
3.	SOFTWARE REQUIREMENT SPECIFICATION	103.1
4.	Python and associated packages	10
	3.2 Imported Modules	11
	3.21 OpenCV	11
	3.22 Numpy	12
	3.23 Dlib	13
	3.24 Imutils	15
	3.25 PyAutoGui	17
5.	UML DIAGRAMS	19
	4.1 Use Case Diagram	19

	4.2 Activity Diagram	21
	4.3 Sequence Diagram.	23
6.	IMPLEMENTATION	24
	5.1 Implementation Details with Code	24
	5.2 Algorithm Used	28
7.	RESULTS	30
8.	CONCLUSION	32
9.	REFERENCES	33-34

## List of figures

1)	Fig 4.11 Use Case Diagram.	20
2)	Fig 4.21 Activity Diagram	22
3)	Fig 4.31 Sequence Diagram.	23
4)	Fig 5.11 Modules	.25
5)	Fig 5.12 Facial Landmarks	.27
6)	Fig 5.13 Eye Aspect Ratio	28
7)	Fig 5.14 EAR Function.	28
8)	Fig 5.17 EAR Threshold	28
9)	Fig 6.1 Facial Landmarks 1	.30
10)	Fig 6.2 Facial Landmarks 2	.30
11)	Fig 6.3 Blink Detection	.30
12)	Fig 6.4 Facial Landmarks 3	.30
13)	Fig 6.5 Face and Eye Detection	.31
14)	Fig 6.6 Center of Head 1	31
15)	Fig 6.7 Center of Head 2	31
16)	Fig 6.8 Left Cursor Movement	32
17)	Fig 6.9 Right Cursor Movement	32
18)	Fig 6.10 User Interface (UI)	32
19)	Fig 6.11 Application in action	33
20)	Fig 6.12 Realtime Facial Landmarks.	33