

Wireframe Document

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Abstract

In the age of the internet, the unprecedented volume of data surpasses human capacity for processing. To address this challenge, machine learning techniques have emerged as powerful tools. Our project focuses on the classification of mushrooms as either edible or not edible using machine learning algorithms. By implementing various classification techniques, we aimed to determine the best algorithm for accurately predicting the edibility of mushrooms. Through extensive experimentation, we found that decision tree algorithms provided accurate and reliable results in classifying mushrooms. This work contributes to the field of mushroom classification, highlighting the effectiveness of machine learning algorithms in automating the identification of edible and non-edible mushrooms.

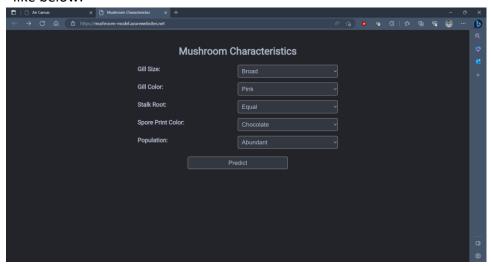


1. Web Interface

App Link: Mushroom Characteristics (mushroom-model.azurewebsites.net)

1.1 Home Page

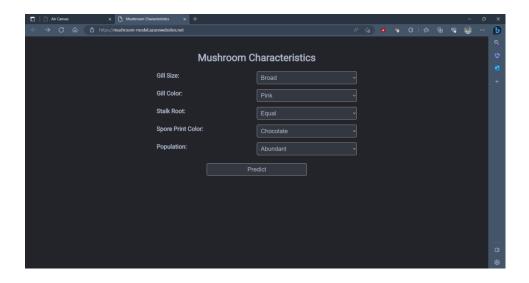
When the user clicks on the app link given above, it will direct user to our home page which looks like below:



As you can see, there are total of 5 input fields (drop downs) you need to select based on the characteristics of the mushroom to find out if it's edible or poisonous. There is a "Submit" button which redirect you the results page which will tell if the mushroom is poisonous or edible.



1.2 How to use?



As you can see in the above picture you need to select the characteristics of the mushroom using the drop downs provided for each input fields. For above example I have selected:

Gill-Size: Broad – b

• Gill-Color: Pink – p

• Stalk-Root: Equal – e

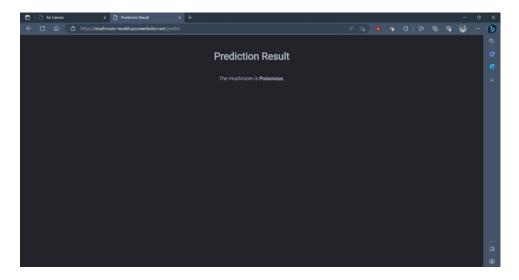
• Spore-Print-Color: Choclate – h

• Population: Abundant – a

After selecting all the input fields, you just need to click on "Submit" button and it will take you to the results page.



1.3 Results Page



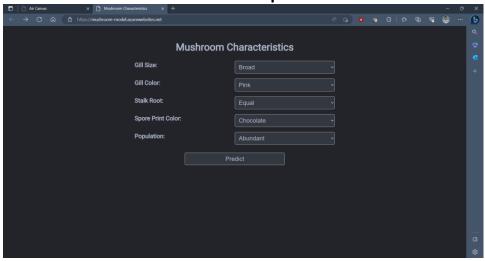
As you can see that based on the inputs that are selected, the given mushroom is Poisonous.

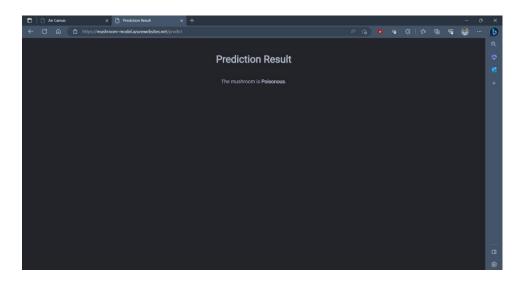


2. Sample Cases:

Here I am going to show you the both outputs i.e., Poisonous and Edible using input fields.

2.1 Poisonous Mushroom Example







2.2 Edible Mushroom Example

