

By: Balaji Venkatesh

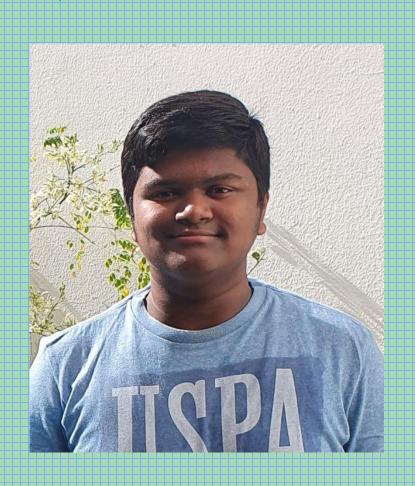
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### **ACKNOWLEDGEMENTS**

I would like to thank my parents for helping and encouraging me to pick and finish the project and my mentor, M(r)s. Shivani, who helped me through the hard and dry times of my coding journey.

### ABOUT ME...



Name: Balaji Venkatesh

Grade: 10

Age: 15

School: Radhwa International School, Yanbu

#### MY INTERNSHIP JOURNEY

I was introduced to AI, machine learning, neural networks, etc. I learnt advanced levels of python, which I used to program my app. The guidance given by the mentors was excellent as they taught me how to improve my code, rather than just giving me the required code. This improved my ability to debug the code and correct errors, as I understood the code better. After understanding what I am doing, the path to reach the desire output became clear.

#### APP INTRODUCTION

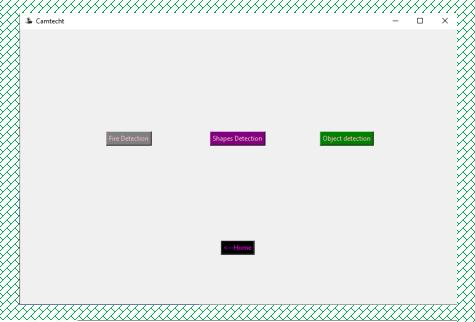
Objetecht was created for the sole purpose of trying to help identify. It can identify anything for a pen to emotions. This, however, does not come at the cost of slowly performance, rather it is a light-weight app. Objetecht also has a high confidence in its identifications. This app is an all-purpose identifier, with a light software and an easy interface, to help users identify easily with high accuracy. There are many modes of input for user comfort, with each suited for specific identification. In case the interface is hard to understand, there is an user manual attached. For the visually impaired, the results could be read by the inbuilt reader.

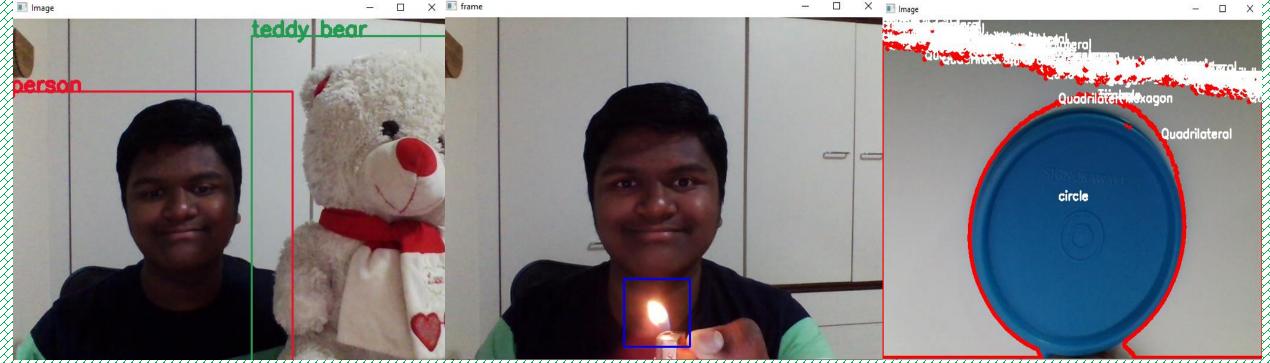
## APP USAGE



## CAMTECHT

Camtect is a button that takes the user to a new canvas, that is specifically designated for detecting using camera.

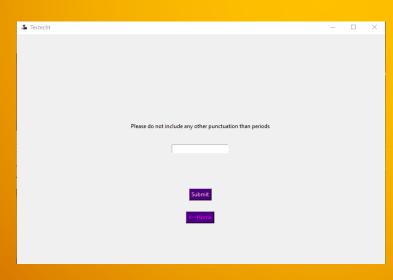


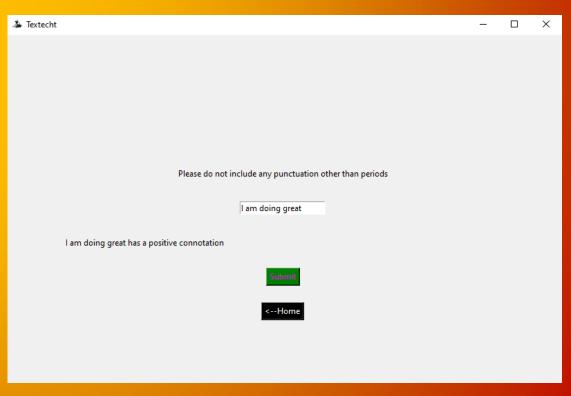


### TEXTECHT

Textect is a button that takes the user to a new canvas, that is specifically designated for identification using text.







### **SPEETECHT**

Textect is a button that takes the user to a new canvas, that is specifically designated for identifying emotions in voice.





#### <--HOME

Help button, present on all canvases, takes the user back to the 1st canvas.

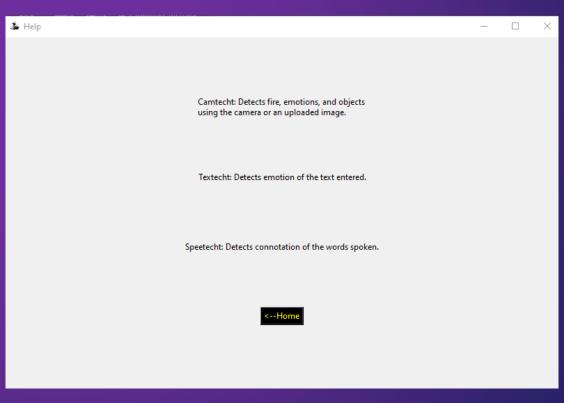


#### HELP

Help button, present on all canvases, takes the user to a new canvas, which has an

explanation of what each button does.



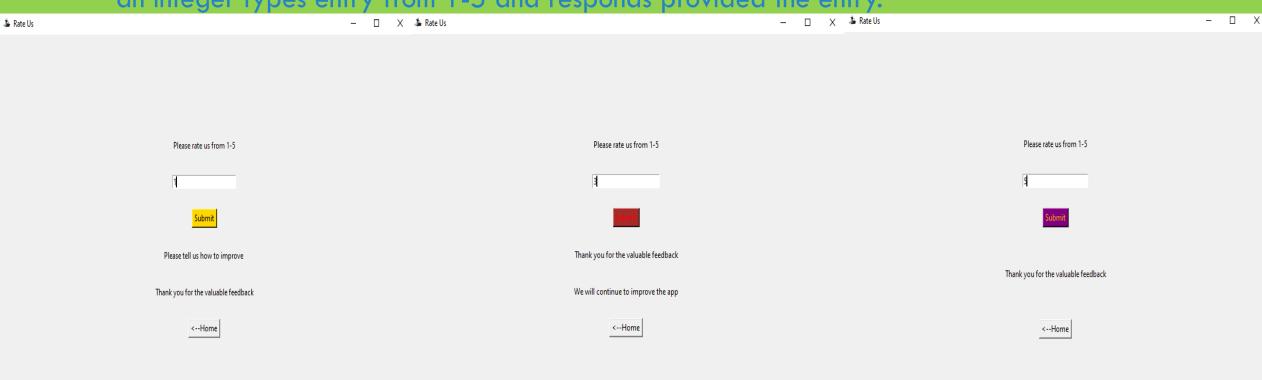




#### RATE US



Rate Us button, present on the 1<sup>st</sup> canvas, takes the user to a new canvas, which takes an integer types entry from 1-5 and responds provided the entry.



# CONTACT INFORMATION

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