

1.3%

PlagScan by Ouriginal Results of plagiarism analysis from 2021-06-01 16:56 UTC
Interaction with virtual game through hand gestures based on computer vision.docx

Date: 2021-06-01 16:54 UTC

* All sources 1 | Internet sources 1

☑ [0] portal.praxis-clauder.de/cgi-bin/download.php?article=advantages_and_disadvantages_of_using_computers_in_pdf
1.3% 2 matches

12 pages, 1988 words

PlagLevel: 1.3% selected / 1.3% overall

2 matches from 1 source, of which 1 are online sources.

Settings

Data policy: Compare with web sources, Check against my documents

Sensitivity: Medium

Bibliography: Consider text

Citation detection: Reduce PlagLevel

Whitelist: --

← → ↺ ⌂ plagscan.com/docman?reg=ok& ☆ ⚙️ 👤 Update

📱 Apps 📺 YouTube 🏫 VIT University - VTOP 📁 General (DMS) | Mi... 📞 WhatsApp 📄 Programming chall... 🌐 GitHub - shubhamk... 🔥 MATLAB Online R2... 🏫 Vellore Institute of... 🔥 The Complete Oracl... 📌 Other bookmarks

PlagScan by Ouriginal Documents Settings Logout

Hello Majety Yaswanth
Subramanya Sai
19bce0656!

Your balance:
0
Add credit

DOCUMENTS
Document check

📁 File upload 📄 Text input 📁 Web import

📄 ▶ Check ⬇️ ⬆️ 🗑️

Document search 🔍 ⚙️ 📄

📄 Interaction with virtual game through hand gestures based on computer vision.docx 1.3% | Report

1/12 Interaction with virtual game through hand gestures based on computer vision Under the Guidance of DR SWARNALATHA P Vellore
1988 words 01/06/2021, 22:24 Content

1 Document 25 ▼

Plagiarism level 0-1% 1-5% 5-100%

🔗 Hint: Analysis can be started automatically after uploads are complete - see settings. 📘 Manual 🗣️ Invite 📧 Ask PlagScan ♿ Accessibility

Our Report got 1.3% as plagiarized