A Novel Method For Handwritten Digit Recognition System

A PROJECT REPORT

Submitted by

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In

COMPUTER SCIENCE AND ENGINEERING

NALAIYATHIRAN 2022

Table of contents

S.No	o Chapter		Page.no	
1.	INTI	RODUCTION	4	
	1.1	Project Overview	5	
	1.2	Purpose	6	
2.	LITI	ERATURE SURVEY	7	
	2.1	Existing problem	7	
	2.2	References	12	
	2.3	Problem Statement Definition	14	
3.	IDE	ATION & PROPOSED SOLUTION	15	
	3.1	Empathy Map Canvas	15	
	3.2	Ideation & Brainstorming	16	
	3.3	Proposed Solution	18	
	3.4	Problem Solution fit	20	
4.	REQ	QUIREMENT ANALYSIS	20	
	4.1	Functional requirement	20	
	4.2	Non-Functional requirements	21	
5.	PRO	JECT DESIGN	23	
	5.1	Data Flow Diagrams	23	
	5.2	Solution & Technical Architecture	24	
	5.3	User Stories	25	
6.	PRO	JECT PLANNING & SCHEDULING	29	
	6.1	Sprint Planning & Estimation	29	
	6.2	Sprint Delivery Schedule	31	
	6.3	Reports from JIRA	32	
7.	COD	OING & SOLUTIONING	34	

	7.1	Feature 1	34
	7.2	Feature 2	34
8.	TEST	ΓING	35
	8.1	Test Cases	35
	8.2	User Acceptance Testing	37
9.	RESU	ULTS	38
	9.1	Performance Metrics	38
10.	ADV	ANTAGES & DISADVANTAGES	39
11.	CON	CLUSION	40
12.	FUT	URE SCOPE	41
13.	APPI	ENDIX	42
	13.1	Source Code	42
	13.2	GitHub & Project Demo Link	46

1. INTRODUCTION

The project comes with the technique of OCR (Optical Character Recognition) which includes various research sides of computer science. The project is to take a

picture of a character and process it up to recognize the image of that character like a human brain recognize the various digits. The project contains the deep idea of the Image Processing techniques and the big research area of machine learning and the building block of the machine learning called Neural Network. There are two different parts of the project,

(1)Training part

(2)Testing part

The training part comes with the idea of training a child by giving various sets of similar characters but not the totally same and to say them the output of this is "this". Like this idea, one has to train the newly built neural network with so many characters. This part contains some new algorithm which is self-created and upgraded as the project needs.

The testing part contains the testing of a new dataset. This part always comes after the part of the training. At first one has to teach the child how to recognize the character . Then one has to take the test whether he has given the right answer or not. If not, one has to train him harder by giving new dataset and new entries. Just like that one has to test the algorithm also.

There are many parts of statistical modeling and optimization techniques which come into the project requiring a lot of modeling concept of statistics like optimizer technique and filtering process, that how the mathematics (*How to implement a neural network intermezzo 2 Peter Roelants (2016)) and prediction (Kaiming He et al)*) behind that filtering or the algorithms comes after or which result one actually needs to and ultimately for the prediction of a predictive model creation. Machine learning algorithm is built by concepts of prediction and programming.

1.1 Project overview

Handwriting recognition is one of the compelling research works going on because every individual in this world has their own style of writing. It is the capability of the computer to identify and understand handwritten digits or characters automatically. Because of the progress in science and technology, everything is being digitized to reduce human effort. Hence, there comes a need for handwritten digit recognition in many real time applications. MNIST data set is widely used for this recognition process and it has 70000 handwritten digits. We use artificial neural networks to train these images and build a deep learning model. Web application is created where the user can upload an image of a handwritten digit, this image is analyzed by the model and the detected result is returned on to UI.

1.2 Purpose

Handwritten character recognition is one of the practically important issues in pattern recognition applications. The main purpose of this project is to build an automatic handwritten digit recognition method for the recognition of handwritten digit strings. To accomplish the recognition task, first, the digits will be segmented into individual digits. Then, a digit recognition module is employed to classify

each segmented digits completing the handwritten digit string recognition task. The applications of digit recognition include postal mail sorting, bank check processing, form data entry, etc. The heart of the problem lies within the ability to develop an efficient algorithm that can recognize handwritten digits and which is submitted by users by the way of a scanner, tablet, and other digital devices.

2. LITERATURE SURVEY

1	Paper title	Handwritten digit recognition is a transnational problem of human writings into machine editable text format. Author – Ganesh Khekare Year-2021.
	Problem definition	In this paper, Convolutional Neural Networks (CNN) is presented for handwritten digit recognition. Edges of the extracted graph were categorized into shape types and vertices were extracted from each of the edges and their layer wise evaluation using deep learning
	Methodology/ Algorithm	The algorithm uses training data for the forward and backward pass. Afterward, we save the trained CNN and prepare for the testing phase.
	Advantages	Electronic storage is that this data only requires far less physical space than the storage of the physical copies.

		That it is not done in real time as a person writes and therefore not appropriate for immediate text input.
--	--	---

	A human may not appreciate how difficult it	
Paper title	is to solve handwriting. Author -B.Ali	
- ap	Alameer.	
	Year – 2021.	
2		
2		
	The challenge of visual pattern recognition is only apparent to	
Problem	develop a computer system to read handwriting. The artificial neural	
definition	networks approach is considered as the best way to develop systems	
deimidon	for recognizing handwriting.	

Methodoloy/ Algorithm	Neural network is a system inspired by human brain function, consists of neurons connected in parallel with the ability to learn. We use back propagation algorithm for computing derivatives
Advantages	Handwriting allows for organized thoughts, authenticity, and even reading skills. it enhances both literacy and reading comprehension.
Disadvantages	The issue is that there's a wide range of handwriting – good and bad. This makes it tricky for programmers to provide enough examples of how every character might look.

		Handwritten Digit Recognition using Machine
	Paper title	Learning . Author – Nazmule Siddique
3		Year – 2021.
	Problem	Handwritten character recognition is one of the practically important
	definition	issues in pattern recognition applications.
	Methodology/ Algorithm	Several machines learning algorithm namely, Multilayer Perceptron, Support Vector Machine, Naïve Bayes, Bayes Net, Random Forest, J48 and Random Tree has been used for the recognition of digits using WEKA.
	Advantages	The applications of digit recognition includes in postal mail sorting, bank check processing, form data entry, etc

Disadvantages	In SVM it's better to scale the data always; because it will extremely
	improve the results. Therefore be cautious with big dataset, as it may
	leads to the increase in the training time.

	Paper title	A progressive learning approach for low resource handwritten text recognition.
	Taper unic	Author- Mohamed Ali Souibgui
		Year-2022
4		
4		
		Handwrirten text recognition in low resource scenarios, such as manuscripts with rare alphabets, is a challenging problem. we
	Problem	propose a few-shot learning-based handwriting recognition ap-
	definition	proach that significantly reduces the human annotation process, by requiring only a few images of each alphabet symbols.

Methodology/ Algorithm	Similarity matrix decoding. An Multidimensional Long ShortTerm Memory (MDLSTM)Approach was proposed.
Advantages	The evaluation on different datasets shows that our model can lead to competitive results with a significant reduction in human effort
Disadvantages	the clustering method turned is the segmentation of symbols, because is was often in- accurate, provoking transcription errors.

2.2 Reference:

- Non-recursive Thinning Algorithms using Chain Codes Paul C K Mwok
 Department of Computer Science The University of Calgary Calgary,
 Canada T2N 1N4
- A dynamic shape preserving thinning algorithm Louisa Lam and Ching Y. Suen Centre for Pattern Recognition and Machine Intelligence and Department of Computer Science, Concordia

University, 1455 de Maisonneuve Blvd. W., Montrdal, Qudbec H3G 1MS, Canada

- Object Contour Detection with a Fully Convolutional Encoder-Decoder Network Jimei Yang Adobe Research jimyang@adobe.com Brian Price Adobe Research <u>bprice@adobe.com</u> Scott Cohen Adobe Research <u>scohen@adobe.com</u> Honglak Lee University of Michigan, Ann Arbor <u>honglak@umich.edu</u> Ming-Hsuan Yang UC Merced mhyang@u
- Contour Detection and Image Segmentation by Michael Randolph Maire

B.S. (California Institute of Technology) 2003

- Three-Dimensional Nonlinear invisible Boundary detection ,IEEE
 Transaction on Image Processing VassiliKovalev,J,Chen
- Unconstrained OCR for Urdu using Deep CNN RNN Hybrid Networks; Mohit Jain, Minesh Mathew et al.
- Neural Network and Deep Learning by Michael Nielsen.
- How to implement a Neural Network intermezzo 2, Peter Roelants(2016)
- Comparative analysis of methods used to remove salt and pepper noise IJCSMC Journal ZiadAlquadi, Eng. Mahmoud Alleddawi
- Understanding Convolutional Neural Network with a Mathematical

 Delving deep into Rectifiers: Surpassing Human level performance on Image Net Classification, Kaiming Heetal.

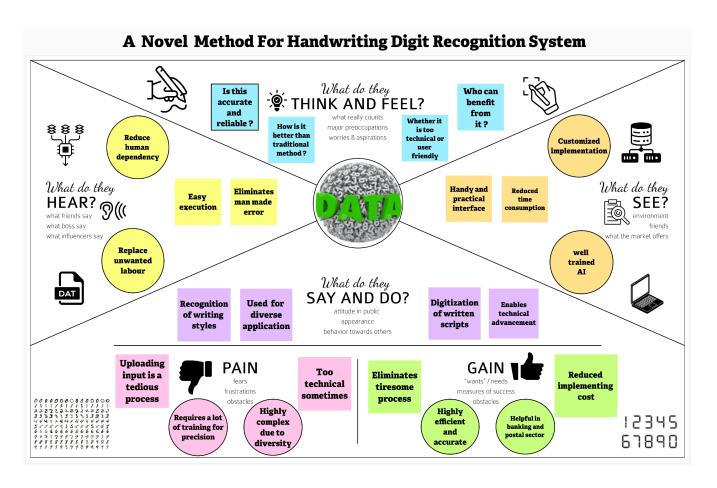
2.3 Problem statement definition:

The handwritten digit recognition is the capability of computer applications to recognize the human handwritten digits. It is a hard task for the machine because handwritten digits are not perfect and can be made with many different shapes and sizes. The handwritten digit recognition system is a way to tackle this problem which uses the image of a digit and recognizes the digit present in the image. Convolutional Neural Network model created using PyTorch library over the MNIST data set to recognize handwritten digits

Handwritten Digit Recognition is the capability of a computer to fete the mortal handwritten integers from different sources like images, papers, touch defenses, etc, and classify. Them into predefined classes. This has been a Content of bottomless- exploration in the field of deep literacy. Number recognition has numerous operations like number plate recognition, postal correspondence sorting, bank check processing, etc In Handwritten number recognition, we face numerous challenges. because of different styles of jotting of different people as it . is not an Optic character recognition. This exploration provides a comprehensive comparison between different machine literacy and deep literacy algorithms for handwritten number recognition. For this, we've used Support . Vector Machine, Multi layer Perceptron, and Convolutional Neural Network. The comparison between these algorithms is carried out on the base of their delicacy, crimes, and testing- training time corroborated by plots and maps that have been constructed using diplomatic for visualization.

3. Ideation & proposed solution

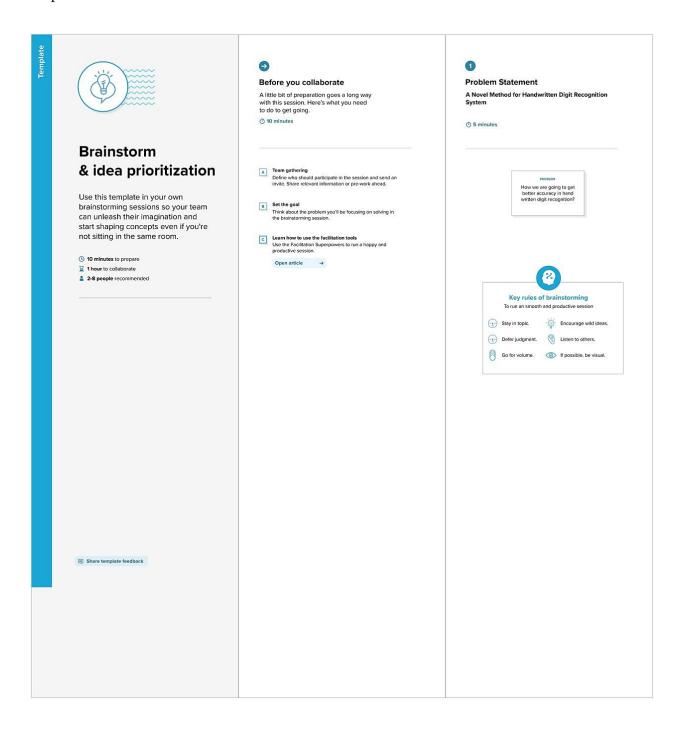
3.1 Empathy Map Canvas



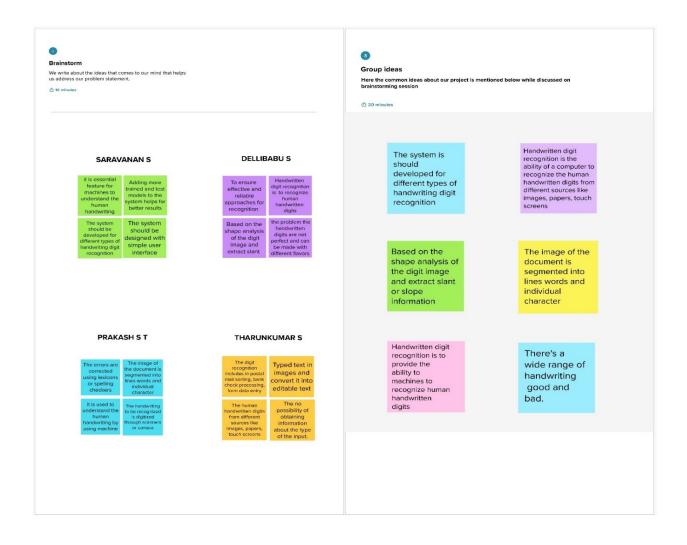
Ideation Phase

3.2 Brainstorm & Idea Prioritization Template:

step 1:



step 2: Brainstorm, Idea Listing and Grouping:



3. Proposed solution:

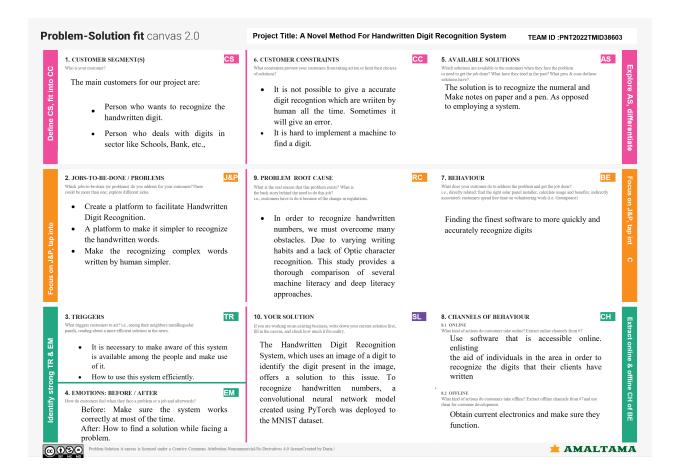
Proposed Solution Template:

Project team shall fill the following information in proposed solution template.

S.No.	Parameter	Description
1.	Problem Statement (Problem	Handwritten are difficult to understand by
	to be solved)	users. Handwritten may vary for different
		people's. Sometimes it makes harder to
		understand what's written in it. We have to
		convert that handwritten into a common
		format which anyone can understand.
2.	Idea / Solution description	We have to train our model with datasets and
		ready to perform.Then we have to create
		application with user friendly interface where
		the user can upload the image which contains
		handwritten.Then our model will convert the
		digits into binary format and then convert to
		user understandable text format.

3.	Novelty / Uniqueness	*Live scanning of digit included with upload			
		image option. *Our AI will also format the			
		special type of digits also.			
4.	Social Impact / Customer	User interface will be quiet friendly to the			
	Satisfaction	user. The Machine text format will be very			
		easy for the user to understand than any other			
		format.			
_	Daire Malal (Dans	ΨΙΙ' ('			
5.	Business Model (Revenue	*In medical field it will be useful to			
	Model)	understand the doctor's handwritten			
		prescription. *In education field it will easily			
		convert the handwritten notes into document			
		format.			
6.	Scalability of the Solution	It will scan almost all types of handwritten			
		and provides the maximum accuracy.			

3.4 Problem Solution fit



4. Requirement analysis:

Solution Requirements (Functional & Non-functional)

4.1 Requirements:Functional

Following are the functional requirements of the proposed solution.

FR	Functional Requirement	Sub Requirement (Story / Sub-Task)
No.	(Epic)	
FR-	Input	Image Correlation is a technique used to
1	correlation	recognize characters from images.
FR-2	Data Preparation	Collecting data and prepare it for training

FR-3	Feature extraction	Feature extraction is analysing the images and		
		derive some characteristics from these images		
		that identify each specific element		
FR-4	Character classification	During the classification phase, the attributes of		
		the data in the picture are compared to the		
		classes in the database to determine which class		
		the picture belongs to.		

4.2 Non-functional Requirements:

Following are the non-functional requirements of the proposed solution.

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	The software is very easy to use and reduces the
		learning work. To recognize the digits from bank
		cheque,papers,numeric entry in forms etc.
NFR-2	Security	The handwritten digit recognition can be used
		by banking sector where it can be used to
		maintain the security pin numbers, it can be also
		used for blind peoples by using sound output.
NFR-3	Reliability	This software will work reliably for low
		resolution images and not for graphical images.
NFR-4	Performance	Handwritten characters in the input image will
		be recognized with an accuracy of about 90%
		and more.

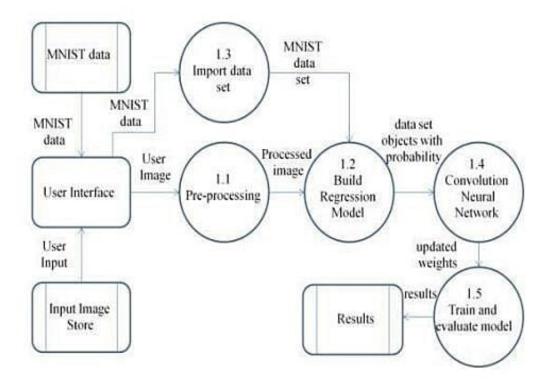
NFR-5	Availability	This system will retrieve the handwritten text
		regions only if the image contains written text in
		it.
NFR-6	Scalability	It contains thousands of handwritten digits that
		have been used in the development of programs

5. Project design:

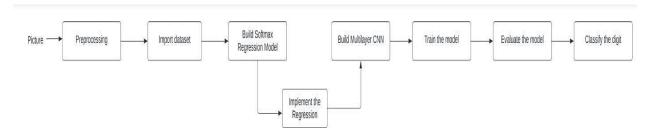
5.1 Data flow diagrams:

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It shows how data enters and leaves the system, what changes the information, and where data is stored.

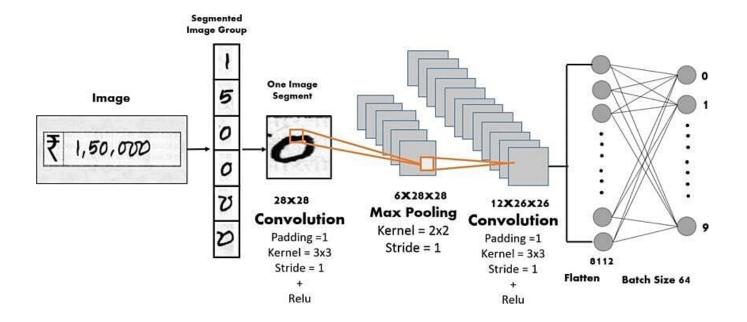
Example:



5.2 Solution & Technical Architecture

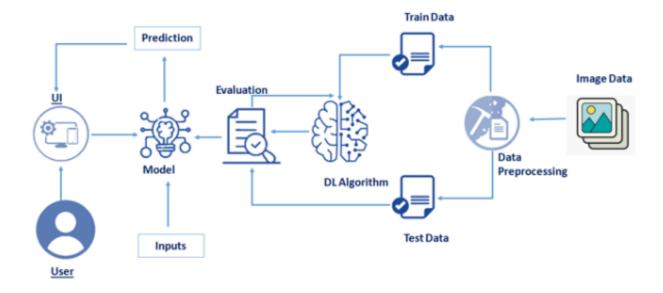


Architecture diagram for handwritten digit recognition



CNN architecture diagram for hand written digit recognisation

Technical Architecture:



5.3 User stories:

use the blow template to list the user stories for the product

User	Functional	User	User Story	Acceptance	Priority	Release
Туре	Requireme	Story	/ Task	criteria		
	nt	Numb				
	(Epic)	er				

	Dashboard	USN-1	As a user,	I can see	High	Sprint 1
			they can	the		
			see the	informati		
			information	on		
			regarding	regarding		
			the	digit		
			prediction	recognitio		
			of	n.		
			handwritt			
			en digit			
			recognitio			
			n.			
Customer						

Launch	USN-2	On clicking	I can see the	High	Sprint 1
		the launch	launch button.		
		button, it			
		will			
		redirect the			
		user to a			
		page where			
		the images			
		to be			
		predicted			
		can be			
		uploaded.			
Upload	USN-3	Users can	I can upload	High	Sprint 2
		select the	the image.		
		image from			
		the local			
		storage.			
Predict	USN-4	Once the		High	Sprint 3
		image is			
		uploaded, it			
		will predict			
		the			
		respective			
		image.			

Display	USN-5	The	I can see the	High	Sprint 4
		predicted	result with		
		image will	accuracy.		
		be			
		displayed			
		with the			
		accuracy			
		chart.			

Solution Architecture:

- Solution architecture is the detailed and structured description of the features, process and behavior of the solution.
- It acts as the base of the solution to define, deliver, manage and operate the development process of the solution.
- It identifies the alternatives of the solutions and its components.
- It is a basic architecture of the offered solution.

6. PROJECT PLANNING AND SCHEDULING:

Project Planning Phase Project Planning Template
(Product Backlog, Sprint Planning, Stories, Story points)

Product Backlog, Sprint Schedule, and Estimation

Use the below template to create product backlog and sprint schedule

6.1 Sprint Planning & Estimation

Sprint	Functional	User Story	User Story /	Story	Priority	Team
	Requirement	Number	Task	Points		Members
	(Epic)					

Sprint-1	Dashboard	USN-1	As a user, they can see the information regarding the prediction of	2	High	Saravanan S Prakash S T Tharun kumar S Dellibabu S
			handwritten digit recognition.			
Sprint-1	Launch	USN-2	On clicking the launch button, it will redirect the user to a page where the images to be predicted can be uploaded.	2	High	Saravanan S Prakash S T Tharun kumar S Dellibabu S
Sprint-2	Upload	USN-3	Users can select the image from the local storage.	2	High	Saravanan S Dellibabu S
Sprint-3	Predict	USN-4	Once the image is uploaded, it will predict the respective image.	2	High	Prakash S T Tharun kumar S

Sprint-4	Display	USN-5	The predicted	2	High	Saravanan S
			image will be			Prakash S T
			displayed with			Tharun kumar S
			the accuracy			Dellibabu S
			chart.			

6.2 Sprint Delivery Schedule

Project Tracker, Velocity & Burndown Chart:

Sprint	Total	Duration	Sprint	Sprint End	Story	Sprint Release Date
	Story		Start	Date	Points	(Actual)
	Points		Date	(Planned)	Completed	
					(as on	
					Planned	
					End Date)	
Sprint-1	20	6 Days	24 Oct	29 Oct	20	29 Oct 2022
			2022	2022		
Sprint-2	20	6 Days	31 Oct	05 Nov	20	05 Nov 2022
			2022	2022		
Sprint-3	20	6 Days	07 Nov	12 Nov	20	12 Nov 2022
			2022	2022		
Sprint-4	20	6 Days	14 Nov	19 Nov	20	19 Nov 2022
			2022	2022		

Velocity:

Imagine we have a 10-day sprint duration, and the velocity of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

$$AV = \frac{Sprint\ Duration}{Velocity} = \frac{20}{6} = 3.33$$

6.3 Reports from JIRA

Burndown Chart:

A burndown chart is a graphical representation of work left to do versus time. It is often used in agile software development methodologies such as Scrum. However, burn down charts can be applied to any project containing measurable progress over time.

	23	OCT 24 25 26 27 28 29	NOV 0 31 1 2 3 4 5 6	NOV 7 8 9 10 11 12 13	NOV 14 15 16 17 18 19 20 2
Sprints		BMHDR1 Sprint 1	BMHDR1 Sprint 2	BMHDR1 Sprint 3	BMHDR1 Sprint 4
> MBMHDR1-1 Dashboard					
> S BMHDR1-2 Launch					
> ■ BMHDR1-3 Upload					
▶ № BMHDR1-4 Predict					
> MBMHDR1-5 Display					

7. CODING & SOLUTIONING (Explain the features added in the project along with code)

```
app.py
 1 import numpy as np
 2 import os
 3
    from PIL import Image
    from flask import Flask, request, render_template, url_for
    from werkzeug.utils import secure filename, redirect
     #from gevent.pywsgi import WSGIServer
 7
     from keras.models import load_model
     from keras.preprocessing import image
 9
     from flask import send_from_directory
10
     UPLOAD_FOLDER ='data'
11
12
13
14
     app = Flask(__name__,template_folder='static')
15
     app.config['UPLOAD_FOLDER'] = UPLOAD_FOLDER
16
17
     model = load_model('models\mnistCNN.h5')
18
19
    @app.route('/')
20
     def index():
21
     return render_template('index.html')
22
23
24
     @app.route('/predict', methods=['GET', 'POST'])
25
     def upload():
26
         if request.method == 'POST':
27
             f = request.files["image"]
             filepath = secure_filename(f.filename)
28
29
             f.save(os.path.join(app.config['UPLOAD_FOLDER'], filepath))
30
             upload_img = os.path.join(UPLOAD_FOLDER, filepath)
             img = Image.open(upload_img).convert("L") # convert image to monochrome
32
33
             img = img.resize((28, 28)) # resizing of input image
34
             im2arr = np.array(img) # converting to image
35
36
             im2arr = im2arr.reshape(1, 28, 28, 1) # reshaping according to our requirement
37
38
             pred = model.predict(im2arr)
39
             num = np.argmax(pred, axis=1) # printing our Labels
40
41
42
             return render_template('predict.html', num=str(num[0]))
43
44
45
     if __name__ == '__main__':
46
         app.run(debug=True)
47
```

8. TESTING

8.1 Test Cases

Test case ID	Feature Type	Compon ent	Test Scenario	Expected Result	Actual Result	Status
Homepage_TC _OO1	Function al	Home Page	Verify user is able to see the Homepage when clicked on the link	Home Page should be displayed.	Working as expected	Pass
Homepage_TC _OO2	UI	Home Page	Verify the UI elements in Homepage	Application should show below UI elements: a.choose file button b.predict button c.clear button	Working as expected	Pass
Homepage_TC _OO3	Function al	Home Page	Verify user is able to choose file from the local system and click on predict	Choose file popup screen must be displayed	Working as expected	Pass

Predict_TC_ OO5	Function al	Predict page	Verify user is able to navigate to the predict to and view the predicted result	User must be navigated to the predict page and must view the predicted result	Working as expected	Pass
Homepage_TC _OO4	Function	Home page	Verify user able to select invalid file format	Application Application won't allow to attach formats other than ".png, .jiff, .pjp, .jpeg, .jpg, .pjpeg"	Working as expected	Pass
				and user should be able to click on predict		

8.2 User Acceptance Testing

Defect Analysis

Resoluti	Severity 1	Severity 2	Severity 3	Severity 4	Subtotal
on	1				
By Design	0	0	0	0	0
Duplicate	0	0	0	0	0
External	0	0	0	0	0
Fixed	0	0	0	0	0
Not	0	0	0	0	0
Reproduced					
Skipped	0	0	0	0	0
Won't Fix	0	0	0	0	0
Totals	0	0	0	0	0

Test Case Analysis

Section	Total Cases	Not Tested	Fail	Pass
Client Application	5	0	0	5
Security	5	0	0	5
Final Report Output	5	0	0	5
Performance	5	0	0	5

9. RESULTS

9.1 Performance Metrics

Locus	t Test R	eport							
During: 11/12	2/2022, 7:05:40	AM - 11/12/2022	, 7:14:47 AM						
Target Host:	http://127.0.0.1:	5000/							
Script: locust	т.ру								
Request	t Statistics								
Method	Name	# Requests	# Fails	Average (ms)	Min (ms)	Max (ms)	Average size (b	ytes) R	PS Failures/s
GET		1043	0	13	4	290	1079	1.	.9 0.0
GET	//predict	1005	0	39648	385	59814	2670	1.	.8 0.0
	Aggregated	2048	0	19462	4	59814	1859	3.	.7 0.0
Respon	se Time St	atistics							
Method	Name	50%ile (ms)	60%ile (ms)	70%ile (ms)	80%ile (ms)	90%ile (ms)	95%ile (ms)	99%ile (ms	s) 100%ile (ms)
GET		10	11	13	15	19	22	62	290
GET	//predict	44000	46000	47000	48000	50000	52000	55000	60000
	Aggregated	36	36000	43000	45000	48000	50000	54000	60000

10. ADVANTAGES & DISADVANTAGES

Advantages

- 1. Reduces manual work.
- 2. More accurate than average human.
- 3. Capable of handling a lot of data.
- 4. Can be used anywhere from any device.

Disadvantages

- 1. Cannot handle complex data.
- 2. All the data must be in digital format.
- 3. Requires high performance server for faster predictions.
- 4. Prone to occasional errors.

11. CONCLUSION

This project demonstrated a web application that uses machine learning

to recognie handwritten numbers. Flask, HTML, CSS, JavaScript, and a few other technologies were used to create this project. The model predicts the handwritten digit using a CNN network. During testing, the model achieved a 99.61% recognition rate. The proposed project is scalable and can easily handle a huge number of users. Since it is a web application, it is compatible with any device that can run a browser. This project is extremely useful in realworld scenarios such as recognizing number plates of vehicles, processing bank cheque amounts, numeric entries in forms filled up by hand (tax forms) and so on. There is so much room for improvement, which can be implemented in subsequent versions.

12. FUTURE SCOPE

This project is far from complete and there is a lot of room for improvement. Some of the improvements that can be made to this project

are as follows:

1. Add support to detect from digits multiple images and save the results

2. Add support to detect multiple digits

3. Improve model to detect digits from complex images

4. Add support to different languages to help users from all over the world

This project has endless potential and can always be enhanced to become

better.

Implementing this concept in the real world will benefit several industries

and reduce the workload on many workers, enhancing overall work

efficiency.

13. APPENDIX

13.1 Source Code

HTML AND CSS: index.html:

42

```
| Section | Sect
```

Predict.html:

```
static > \lorenthing predict.html > \lorenthing html > \lorenthing head
 1 <!DOCTYPE html>
 2 <html lang="en">
 3 <head>
       <meta charset="UTF-8">
 4
  5
       <title>Prediction</title>
  6 </head>
  7
 8 <style>
 9
 10
        body{
 11
         background-repeat: no-repeat;
 12
          background-size: cover;
 13
 14
 15
 16
        #rectangle{
 17
          width:400px;
          height:150px;
 18
 19
          background-color: ■#000000;
         border-radius: 15px;
 21
          position:absolute;
 22
          box-shadow: Opx Opx 10px 5px  white;
 23
          top:25%;
         left:50%;
 25
         transform:translate(-50%,-50%);
 26
 27
 28
        #head{
     text-align: center;
 29
       font-size: 30px;
 30
 31
       margin: 0 auto;
       padding: 3% 5%;
 32
 33
       font-family: Arial, Helvetica, sans-serif;
 34
      color: □white;
 35
        }
 36
 37
        #num{
 38
          font-size: 50px;
 39
40
41
     </style>
42
     <body background="static\images\bc1.jpg" >
43
44
 45
         <div id="rectangle">
 46
         <h1 id="head">Predicted Number : <br><center id="num">{{num}}</center></h1>
 47
         </div>
48
 49
     </body>
 50 </html>
 51
```

Style.css:

```
static > css > # style.css > 43 body
  1 body{
        background-repeat: no-repeat;
  3
       background-size: cover;
  4
      #clear button{
  5
  6
        margin-left: 15px;
         font-weight: bold;
         color: ☐rgb(0, 174, 255);
  8
  9
 18
 11
       #confidence{
        font-family: 'Josefin Sans', sans-serif;
        margin-top: 7.5%;
 13
 14
 15
 16
       #content{
 17
        margin: 0 auto;
        padding: 2% 15%;
        padding-bottom: 0;
 19
 28
 21
 22
 23
 24
       #team_id{
 25
          text-align: right;
           font-size: 25px;
 26
 27
          padding-right: 3%;
 28
 29
 38
       #predict_button{
        margin-right: 15px;
 31
         color: | rgb(0, 255, 72);
 32
 33
         font-weight: bold;
 34
 35
 36
        #prediction_heading{
        font-family: 'Josefin Sans', sans-serif;
 37
        margin-top: 7.5%;
 38
 39
 48
 41
        #result{
 42
        font-size: 5rem;
 43
 44
        #title{
 45
        padding: 1.5% 15%;
 46
 47
         margin: 0 auto;
 48
        text-align: center;
 49
```

```
51
       .btn {
52
          font-size: 15px;
53
           padding: 10px;
           /* -webkit-appearance: none; */
           background: #eee;
55
           border: 1px solid ■#888;
56
           margin-top: 20px;
           margin-bottom: 20px;
59
68
61
       .buttons_div{
62
        margin-bottom: 30px;
63
        margin-right: 80px;
64
65
66
67
68
       .leftside{
69
       text-align: center;
78
        margin: 0 auto;
        margin-top: 2%;
71
         /* padding-left: 10%; */
72
73
74
75
       #frame{
76
       margin-right: 10%;
77
78
79
88
81
      h1{
82
        text-align: center;
83
         color: Dwhite;
84
         padding: 100px 50px 65px 100px;
85
26
```

13.2 GitHub & Project Demo Link

GitHub Link:

https://github.com/IBM-EPBL/IBM-Project-17596-1659673849

Demo Video:

https://youtu.be/3Vp2S4ER7pg