User Journey Map

1 Phases High-level steps your user needs to accomplish from start to finish	SIGN IN/SIGN UP	INPUT TEXT	TRANSLATION	
2 Steps Detailed actions your user has to perform	CHEAK AND VERIFYING TEXT FIND THE FROM USER APPROPRIATE INPUT INPUT			
3 Feelings What your user might be thinking and feeling at the moment	IDENTIFY THE CREATE THE RECOGNIZATION LANGUAGE IN GUI TO PREDICT OF TEXT THE GIVEN THE DIGIT TEXT			
7	GIVING AN ALTERED PIXEL MISSING UNDEFINED SIZE MODULES INPUTS			
4 Pain points Problems your user runs into	GRABBING THE PREDICTION OF WRONG SENSE CHARACTER TO THE TEXT GIVEN OF COLOUR OF GRID IS BY USER IS THE IMAGE DIFFICULT DIFFICULT			
5 Opportunities Potential improvements or enhancements to the experience	GETTING THE USER CAN GET TAKES MORE INPUT FROM ENHANCED TIME AND FAIL THE USER DIGITAL TEXT TO RESAMPLING THE USER SYSTEM THE DATA			