PROJECT TEMPLATES:

Index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>outright.com</title>
    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/5.15.4/css/all.min.css">

    <link rel="stylesheet" href="../static/style.css">


</head>
<body>
   <header class="header">
    <a href="#" class="logo"><i class="fa fa-sign-language" aria-
hidden="true"></i>OutRight</a>
    <nav class="navbar">
      <a href ="#Home" class="btn">Home</a>
      <a href ="/Login" class="btn">Login</a>
      <a href ="/AboutUs" class="btn">AboutUs</a>
      <a href ="/Reviews" class="btn">Reviews</a>
    </nav>
    <div id="menu-btn" class="fa fa-american-sign-language-interpreting"
aria-hidden="true" title="menu bar"></div>
   </header>
   <section id="Home">
    <div class="container">
      <div class="image">
        <img src="../static/image1.gif" alt="">
      </div>
      <div class="text">
        <br>
        <h3 >WELCOME ALL</h3>
        <h4>THE UNIQUE BEINGS OF EARTH</h4>
        <P>We are specialized in providing feasible communication interface
specially for deaf cum dumb peoples.</P>
        <a href="/start" class="btn">START NOW<span class="fas fa-chevron-
right"></span></a>
      </div>
    </div>
   </section>
</body>
</html>
```

Login.html

```html
<!DOCTYPE html>
<!-- Coding By CodingNepal - youtube.com/codingnepal -->
<html lang="en" dir="ltr">
  <head>
    <meta charset="utf-8">
    <title>outright.com</title>
    <link rel="stylesheet" href="../static/style1.css">
  </head>
  <body>
    <div class="center">
      <h1>Login</h1>
      <form method="post">
        <div class="txt_field">
          <input type="text" required>
          <span></span>
          <label>Username</label>
        </div>
        <div class="txt_field">
          <input type="password" required>
          <span></span>
          <label>Password</label>
        </div>


        <div class="signup_link">
          Now you are a member <a href="login/signup">DONE</a>
        </div>
      </form>
    </div>

  </body>
</html>
```

Cam.html

```html
<!doctype html>

<head>
    <style>
    /* CSS comes here */
    #video {
        border: 1px solid black;
        width: 320px;
        height: 240px;
    }

    #photo {
        border: 1px solid black;
        width: 320px;
        height: 240px;
    }

    #canvas {
        display: none;
    }

    .camera {
        width: 340px;
        display: inline-block;
    }

    .output {
        width: 340px;
        display: inline-block;
    }

    #startbutton {
        display: block;
        position: relative;
        margin-left: auto;
        margin-right: auto;
        bottom: 36px;
        padding: 5px;
        background-color: #6a67ce;
        border: 1px solid rgba(255, 255, 255, 0.7);
        font-size: 14px;
        color: rgba(255, 255, 255, 1.0);
        cursor: pointer;
    }

    .contentarea {
        font-size: 16px;
        font-family: Arial;
        text-align: center;
    }
    body{
        background:url('../static/background.webp');
        height:100%;
```

```html
        }
    </style>
    <title>Webcam</title>
</head>

<body>
    <div class="contentarea">
        <h1>
            Capture your gesture
        </h1>
        <div class="camera">
            <video id="video">Video stream not available.</video>
        </div>
        <div><button id="startbutton">Take photo</button></div>
        <canvas id="canvas"></canvas>
        <div class="output">
            <img id="photo" alt="The screen capture will appear in this
box.">
        </div>
        <br>

        <a href="start/submit">submit</a>
    </div>

    <script>
    /* JS comes here */
    (function() {

        var width = 320; // We will scale the photo width to this
        var height = 0; // This will be computed based on the input stream

        var streaming = false;

        var video = null;
        var canvas = null;
        var photo = null;
        var startbutton = null;

        function startup() {
            video = document.getElementById('video');
            canvas = document.getElementById('canvas');
            photo = document.getElementById('photo');
            startbutton = document.getElementById('startbutton');

            navigator.mediaDevices.getUserMedia({
                    video: true,
                    audio: false
                })
                .then(function(stream) {
                    video.srcObject = stream;
                    video.play();
                })
                .catch(function(err) {
                    console.log("An error occurred: " + err);
                });

            video.addEventListener('canplay', function(ev) {
```

```
                if (!streaming) {
                    height = video.videoHeight / (video.videoWidth / width);

                    if (isNaN(height)) {
                        height = width / (4 / 3);
                    }

                    video.setAttribute('width', width);
                    video.setAttribute('height', height);
                    canvas.setAttribute('width', width);
                    canvas.setAttribute('height', height);
                    streaming = true;
                }
            }, false);

            startbutton.addEventListener('click', function(ev) {
                takepicture();
                ev.preventDefault();
            }, false);

            clearphoto();
        }


        function clearphoto() {
            var context = canvas.getContext('2d');
            context.fillStyle = "#AAA";
            context.fillRect(0, 0, canvas.width, canvas.height);

            var data = canvas.toDataURL('image/png');
            photo.setAttribute('src', data);
        }

        function takepicture() {
            var context = canvas.getContext('2d');
            if (width && height) {
                canvas.width = width;
                canvas.height = height;
                context.drawImage(video, 0, 0, width, height);

                var data = canvas.toDataURL('image/png');
                photo.setAttribute('src', data);
            } else {
                clearphoto();
            }
        }

    window.addEventListener('load', startup, false);
    })();
    </script>
</body>

</html>
```

Result.html

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>outright.com</title>
    <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/fome/5.15.4/css/all.min.css">
    <link rel="stylesheet" href="../static/style6.css">
</head>
<body>
<section class="result">
<div class="text">
<h2>They tries to say{{text}}</h2>
</div>
<div class="link">
<a href ="/thank"  >ok</a>
</div>
</section>
</body>
</html>
```

Thank.html

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>outright.com</title>
    <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/fome/5.15.4/css/all.min.css">
    <link rel="stylesheet" href="../static/style5.css">
</head>
<body>

    <section id="Greetings">
    <div class="container">
      <div class="image">
        <img src="../static/giphy.gif" alt="">
      </div>
      <div class="text">
        <br>
        <p ><b>We are so grateful to provide benefits for you!</b></p>
        <p><b>Wishing you to meet again....</b></p>
      </div>
    </div>
    </section>
</body>
</html>
```