PROJECT TEMPLATES:

Index.html

```html
<!DOCTYPE html>
<html lang="en">
<head>
    <title>Webpage Design</title>
    <link rel="stylesheet" href="style.css">
</head>
<body>

    <div class="main">
        <div class="navbar">
            <div class="icon">
                <h2 class="logo">Speakee</h2>
            </div>

            <div class="menu">
                <ul>
                    <li><a href="#">HOME</a></li>
                    <li><a href="#">ABOUT</a></li>
                    <li><a href="#">FEATURES</a></li>
                    <li><a href="#">GADGETS</a></li>
                    <li><a href="#">REVIEW</a></li>
                </ul>
            </div>

            <div class="search">
                <input class="srch" type="search" name="" placeholder="Type To
text">

                <a href="#"> <button class="btn">Search</button></a>
            </div>

        </div>
        <div class="content">
            <h1>Real-Time<br><span> Communication System</span> <br>Powered by AI
for Specially Abled</h1>
            <p class="par">This website that converts the sign language into a
human hearing voice in the desired language
                <br> to convey a message to normal people, as well as convert
speech into understandable sign language
                <br> We are making use of a CNN to create a model that is trained
on different hand gestures.</p>

                <button class="cn"><a href="#">JOIN US</a></button>

                <div class="form">
                    <h2>Login Here</h2>
```

```
                    <input type="email" name="email" placeholder="Enter Email
Here">
                    <input type="password" name="" placeholder="Enter Password
Here">

                    <button class="btnn"><a href="#">Login</a></button>

                    <p class="link">Don't have an account<br>
                    <a href="#">Sign up </a> here</a></p>
                    <p class="liw">Log in with</p>

                    <div class="icons">
                        <a href="#"><ion-icon name="logo-facebook"></ion-icon></a>
                        <a href="#"><ion-icon name="logo-instagram"></ion-icon></a>
                        <a href="#"><ion-icon name="logo-twitter"></ion-icon></a>
                        <a href="#"><ion-icon name="logo-google"></ion-icon></a>
                        <a href="#"><ion-icon name="logo-skype"></ion-icon></a>
                    </div>

                </div>
                </div>
                </div>
        </div>
    </div>
    <script src="https://unpkg.com/ionicons@5.4.0/dist/ionicons.js"></script>
</body>
</html>
```

Cam.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;
    }
```

```css
.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>
```