CANVAS LIFE

A PROJECT REPORT
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CERTIFICATE

Certified that **Raj Gupta (2300290140131), Nikhil Chaudhary (2300290140107),** has/ have carried out the project work having "**Canvas Life** (**Project-KCA451**) for **Master of Computer Application** from Dr. A.P.J. Abdul Kalam Technical University (AKTU) (formerly UPTU), Lucknow under my supervision. The project report embodies original work, and studies are carried out by the student himself/herself and the contents of the project report do not form the basis for the award of any other degree to the candidate or to anybody else from this or any other University/Institution.

This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

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Canvas life
ABSTRACT

The Canvas Life System is a dynamic and interactive simulation platform that models the behaviours and evolution of virtual life forms within a two-dimensional grid environment. Drawing inspiration from cellular automata theories, such as Conway's Game of Life, the project expands upon foundational principles to introduce complex life behaviours, user interactivity, and advanced visualization techniques. The primary objective of the system is to explore how simple rules can give rise to emergent complexity in digital ecosystems.

The system features a graphical canvas where each cell represents a unit of life, capable of transitioning between states based on predefined or user-customizable rules. These transitions simulate processes such as birth, survival, and death, governed by local interactions with neighbouring cells. The platform supports multiple life simulation modes, customizable rule sets, real-time simulation controls (play, pause, speed adjustment), and state persistence through saving and loading functionalities.

One of the core innovations of the Canvas Life System is its extensibility. Users can define new behavioural rules, integrate custom patterns, or introduce environmental variables such as energy, reproduction probability, or mobility. This allows for richer simulations that can mimic real biological behaviors or hypothetical life forms. Furthermore, the system provides a modular architecture to support AI integration, enabling agents to evolve through genetic algorithms or reinforcement learning.

Developed using modern web technologies and optimized for performance, the Canvas Life System serves as both an educational tool and a research platform. It offers insights into complexity science, algorithmic biology, and artificial life, making it valuable for students, educators, researchers, and hobbyists alike. By visualizing life-like patterns on an interactive canvas, the project bridges the gap between theoretical computation and observable digital evolution.

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CHAPTER 1

INTRODUCTION

1.1. Overview

The **Canvas Life System** is an interactive simulation project inspired by Conway's Game of Life. It aims to visually represent the evolution of cellular life on a two-dimensional canvas using simple rules of birth, survival, and death. This system simulates how complex patterns and behaviors can emerge from simple initial conditions and rules.
At its core, the project uses a grid of cells, each of which can be either alive or dead. With each iteration (or "generation"), the state of each cell updates based on the states of its eight neighbors. The simulation runs dynamically on an HTML5 canvas, providing a smooth and visual way to observe the life cycle of the system in real time.

- Develop an interactive and visually appealing life simulation.
- Allow users to draw or randomly generate starting patterns on the canvas.
- Implement the core rules of Conway's Game of Life efficiently.
- Include controls for simulation speed, pause/play, and reset functionality.
- Optionally explore enhancements like custom rules, color gradients, or pattern saving/loading.

1.2 Problem Statement

he **Canvas Life System** project aims to simulate the behavior of a dynamic cellular environment on a 2D canvas grid. The system consists of a collection of cells that can live, die, or multiply based on a set of predefined rules. Each cell interacts with its neighboring cells to determine its next state, forming the foundation for complex patterns and life-like behavior over time.
The main goal is to provide an interactive and visual representation of how simple rules can lead to emergent behavior in a system, making it a powerful tool for educational and experimental purposes in computer science, mathematics, and biology.
The system should:

- Represent a grid-based canvas where each cell has a binary state (alive or dead).
- Evolve the grid over discrete time steps (generations) based on neighboring cell states.
- Allow user interaction for setting initial states and controlling simulation (start, pause, reset).
- Provide a visual interface to observe the system evolution in real-time.

1.3 Objectives:

The **Canvas Life System Project** is designed to streamline and enhance the management and interaction between students, faculty, and academic resources within an educational institution. The key objectives of the project are as follows:

1. **Centralized Platform**:
   To provide a unified digital environment where students and faculty can access academic materials, submit assignments, and participate in discussions.
2. **Enhanced, Learning Experience**:
   To support both synchronous and asynchronous learning through integrated tools such as discussion boards, quizzes, grading modules, and course calendars.
3. **User-Friendly Interface**:
   To create a simple, intuitive interface that is accessible to users with varying levels of technical skills.
4. **Real-Time Communication**:
   To enable seamless communication between students and instructors through messaging, announcements, and notification systems.

1.4 Scope:

Core Features

- **Canvas Rendering Engine:**
  - Initialize and manage a 2D drawing canvas.
  - Efficient rendering of entities (players, NPCs, etc.).
- **Life System Mechanics:**
  - Health points (HP), damage, healing.
  - Energy/stamina mechanics.
  - Regeneration or decay over time.
- **User Interaction:**
  - Click or key controls to affect the entity's life (e.g., attacks, healing, spawning).
  - UI overlays for health bars, status indicators.

2. Entity Management

- Multiple entities with independent life systems.
- Stats like age, hunger, sleep, etc. (optional complexity).
- AI-based or scripted behaviors (moving, attacking, healing).

3. Visual Feedback

- Animated health bars, color changes based on health level.
- Particle effects or visual cues for death, healing, etc.

4. Game Loop / Simulation Logic

- Time-based update loops.
- Frame rate management.
- Event handling (e.g., collisions, health depletion).

5. Persistence & State Management (Optional)

- Save/load system for entity states.
- Simulation resume functionality.

1.5 Feature

- **Digital Canvas Interface**
  - Interactive canvas for users to draw or paint.
  - Support for zooming, panning, and resizing.
- **Brush Tools & Effects**
  - Multiple brush types (pencil, marker, watercolor, oil brush, etc.).
  - Adjustable size, opacity, pressure sensitivity.
  - Dynamic brush effects (e.g., blending, smudging).
- **Color Palette & Customization**
  - Predefined color palettes.
  - Color picker and color wheel.
  - Custom gradient and transparency control.
- **Layer Management**
  - Create, delete, and reorder layers.
  - Blend modes (multiply, overlay, etc.).
  - Layer opacity and masking features.
- **AI or Life Simulation Elements** *(if "life" in the name refers to dynamic or AI-enhanced painting)*:
  - Auto-fill based on sketch.
  - AI-assisted painting suggestions.
  - Generative brush patterns that evolve like living organisms.
- **Undo/Redo and History**
  - Step-by-step undo/redo.
  - Visual history of edits.
- **Save & Export Options**
  - Save work in multiple formats (PNG, JPG, SVG, etc.).
  - Export layers separately or combined.
  - Cloud save or local download.
- **Touch & Stylus Support**
  - Responsive to pressure and tilt from drawing tablets.
  - Mobile and tablet compatibility.
- **Collaboration Features**
  - Real-time collaboration (multiple users on the same canvas).
  - Commenting or annotations.
- **User-Friendly UI/UX**
  - Intuitive layout with toolbars and shortcuts.
  - Dark/light mode themes.

1.6 Background

he Canvas Life Painting System may be a tool or platform designed to simulate the process of painting on a traditional canvas, offering a digital or augmented reality version of the experience. The goal of such a system is often to make the artistic process more accessible, efficient, and versatile while maintaining the essence and creativity of traditional art.

Key Features of a Canvas Life Painting System:

- **Digital Canvas Simulation**: A virtual space where users can create artwork, usually involving a painting or drawing interface that resembles a real canvas.
- **Brush and Tool Variety**: The system often includes a range of tools, such as brushes, pencils, and textures, that mimic real-world painting instruments like oil paints, acrylics, and watercolors.
- **Interactive Interface**: Many systems allow for dynamic user input, letting the artist adjust colors, brush size, pressure, and texture based on the user's input, often replicating traditional artistic techniques.
- **Layering and Blending**: Features that allow users to work with multiple layers, much like traditional canvases, to blend colors and achieve complex textures.
- **Real-Time Feedback**: The system might offer tools to preview the finished piece in real-time, adjusting as the user works through the creation process.
- **Exporting and Sharing**: Artists can usually save or export their artwork into various digital formats and share them on social media or platforms.
- **Augmented Reality (AR):** Some advanced versions of these systems integrate AR to superimpose digital artwork onto real-world surfaces, further enhancing the painting experience.

CHAPTER 2

FEASIBILITY STUDY

2.1 ECONOMICAL FEASIBILITY

When evaluating the **economic feasibility** of a "Canvas Life Painting System Project," you need to assess several factors to determine if the project is financially viable. This typically involves estimating the costs, expected revenues, and financial risks to make an informed decision. Here's an outline of what to consider:

Key Economic Factors:

2.2 TECHINICAL FEASIBILITY

Career Mate is technically feasible due to its use of modern, well-established technologies that are scalable, secure, and capable of delivering the required functionality. The platform leverages proven frameworks and tools that ensure reliability, performance, and ease of maintenance.

With a robust technical foundation, the platform ensures smooth deployment and reliable performance, catering to a wide range of users and use cases.

Key Technical Feasibility Factors:

 Technology Stack Selection:

Hardware: Determining the appropriate hardware, such as sensors, cameras, projectors, and possibly robotic arms, for digitizing or creating the life paintings.

Software: Selection of software frameworks that handle image processing, painting simulation, real-time rendering, or machine learning algorithms (e.g., OpenCV, TensorFlow, or other visual tools).

Integration: The integration of hardware and software needs to be robust and simple to develop in the short term. This might involve ready-made systems that can be quickly customized.

 Development Speed and Prototyping:

Rapid Prototyping: Using available tools (e.g., open-source libraries) to create a working prototype within a short timeline.

Off-the-shelf Solutions: Considering using existing AI/ML models or hardware kits (such as painting robots or VR art tools) to minimize development time.

 User Interface (UI) and Experience (UX):

Ease of Use: The interface for the artist (or user) must be intuitive. Consider using a minimalistic UI with touch or gesture-based controls if feasible.

Performance Optimization: The system must deliver fast real-time interaction without lag, especially for live painting, ensuring smooth rendering of images on canvas.

 Real-Time Image/Video Processing:

The system should be able to process and interpret real-time images, potentially using AI for creating paintings or augmenting the process. Speed and accuracy in image recognition and painting generation are crucial in the short term.

 Cost and Availability of Materials:

Budgeting: The cost of technology—whether it's advanced AI systems, robots, or sensors—

needs to be feasible for a short-term project. Cost-effective alternatives must be explored for sensors and canvases.
Scalability: Consideration for scaling the system after initial testing in terms of hardware and software.
 Maintenance and Support:
Reliability: Ensuring that the hardware used (projectors, cameras, etc.) has minimal failure rates. In the short term, prototypes should use readily available components with known reliability.
Software Maintenance: Quick iterations and bug fixes in software to keep the system running smoothly.

1. Technology Stack

. **HTML (Hypertext Markup Language):**

- Purpose: Structure the basic layout and content of the web page.
- Usage:
  - Set up the HTML page with a canvas element where the painting will happen.
  - Include additional UI elements like buttons for color, brush size, and other controls**.**

2. CSS (Cascading Style Sheets):

- Purpose: Style the layout, appearance of buttons, canvas, and other elements.
- Usage:
  - Define the size of the canvas and position UI elements.
  - Add styles to buttons, sliders, and other controls.

3. JavaScript:

- Purpose: Implement the functionality for the painting system.
- Usage:
  - Handle user interactions (drawing, changing colors, erasing, etc.).
  - Capture mouse or touch events to draw on the canvas.
  - Provide features like changing brush size, clearing the canvas, and saving the artwork.

5. Additional Libraries (optional):

You might want to use libraries for enhanced functionality or optimization:

- **jQuery:** To simplify DOM manipulation (optional but not necessary).
- **Fabric.js:** For more advanced canvas features, like layers and object manipulation.

Full Workflow:

- HTML provides the structure (canvas and controls).
- CSS styles the page for a good user experience.
- JavaScript enables dynamic interaction (drawing, color change, brush size, etc.).

2.3 OPERATIONAL FEASIBILITY

Operational feasibility refers to the practical aspects of whether the project can be implemented and operated effectively within the given constraints, such as user needs, time, and available resources. For a Canvas Life Painting System built with HTML, CSS, and JavaScript, operational feasibility will involve evaluating the following aspects:

1. User Requirements and Ease of Use

- **Target Audience**: The system needs to be accessible for both amateur and professional users. The design should be intuitive for users with no technical knowledge.
- **Functionality**: The system should allow users to:
  - Draw freely on a canvas with various brush sizes, colors, and effects.
  - Clear or reset the canvas as needed.
  - Save and download their creations.
- **User Interface (UI)**:
  - The UI should be simple, with tools easily accessible (like color picker, brush size, and undo/redo buttons).
  - **Operational Feasibility**: HTML and CSS can easily achieve a clean layout with tools, and JavaScript can manage the drawing mechanics.

2. Technical Feasibility

- **Technology Stack**:
  - **HTML**: To define the structure of the webpage.
  - **CSS**: For styling the canvas and tools, making sure the interface is user-friendly.
  - **JavaScript**: For the interactive drawing capabilities (such as drawing on the canvas, color changes, tool selection, and event handling).
- **Canvas API**: HTML5's <canvas> element can be used effectively for rendering the drawings. JavaScript's Canvas API provides robust functionality for managing drawing events and graphical operations.
  - **Performance**: The system will rely on the browser's rendering engine, so performance should be generally smooth for most devices. However, complex operations (such as very large canvases or advanced graphics) may cause lag on lower-end devices.

3. Development Resources

- **Skills Required**:
  - Front-end web development skills, particularly in HTML, CSS, and JavaScript.
  - Experience with the <canvas> element and the Canvas API is important to manage drawing functionality.
- **Development Time**: Developing a basic painting system with basic features like brush size, color change, and clear/save options would not require significant development time for an experienced developer. It can be built in a matter of weeks depending on complexity.

- **Maintenance**: The system should be relatively low-maintenance since it is based on web technologies (HTML, CSS, JavaScript). Any updates would typically involve minor tweaks or feature additions (e.g., adding new drawing tools or effect).

2.4 BEHAVIOURAL FEASIBILITY

Behavioral Feasibility is a part of the feasibility study conducted during the early stages of a project. It assesses how well the proposed system will be accepted by the end users and how it fits into the existing workflow, behaviors, and environment of the people using it.

Here's a sample **Behavioral Feasibility** for a **Canvas Life Painting System** project built using **HTML, CSS, and JavaScript**:

Key Behavioural Feasibility Factors:

1. User Acceptance

- **Target Audience Comfort**: Are the users (e.g., artists, hobbyists, students) comfortable using digital painting tools?
- **Perceived Usefulness**: Will users find it beneficial compared to traditional painting or other digital tools?
- **Trust in Technology**: Do users trust the web-based system to save and manage their artwork properly?

□ 2. Ease of Use (User Experience)

- **Simple UI**: Is the interface intuitive and beginner-friendly?
- **Responsive Design**: Is it usable on all devices—desktops, tablets, and smartphones?
- **Accessibility**: Does it include features for users with disabilities (e.g., keyboard navigation, screen reader support)?

🖱 3. User Interaction

- **Interactive Tools**: Do users find the brush, eraser, color picker, and layers easy to use?
- **Real-Time Feedback**: Do brush strokes render smoothly? Are there delays?
- **Undo/Redo Functionality**: Can users easily correct mistakes?

🛠 4. Customization and Personalization

- **User Preferences**: Can users customize brush size, opacity, colors, canvas size?
- **Saving Preferences**: Are user settings saved for future sessions?

💾 5. Data Handling and Storage

- **Save Options**: Can users save their paintings locally or to the cloud?
- **Privacy Concerns**: Do users trust the system with their artwork and personal data?

☑ 6. Learning Curve

- **Onboarding**: Are there tutorials, tooltips, or guides for new users?
- **Help and Support**: Can users easily get help when stuck?

CONCLUSION

The behavioral feasibility of the Canvas Life Painting System is **high**. Its simplicity, accessibility, and minimal learning curve make it likely to be accepted by its intended users. The project encourages creativity and offers a positive user experience that aligns with current digital trends and user behaviors.

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CHAPTER 3

SOFTWARE REQUIREMENT SPECIFICATION

The **Canvas Life Painting System** is a web-based application developed using HTML, CSS, and JavaScript that enables users to create, modify, and save digital paintings in real-time. The system is designed to offer a dynamic and interactive canvas where users can draw freely using a variety of brush types, colors, and sizes. The application aims to simulate a realistic painting experience within the browser, allowing for intuitive user interaction and smooth drawing functionality. Core requirements include a responsive design that supports various screen sizes, a tool panel for brush and color selection, an eraser function, undo/redo capabilities, and the ability to clear the canvas or download the artwork as an image file. The system should store user preferences during the session and offer seamless performance with minimal latency during painting. The interface must be user-friendly and aesthetically pleasing, incorporating modern UI/UX practices. This project does not rely on any backend technologies and should function entirely on the client side, ensuring accessibility without the need for installation or login. This makes the system suitable for artists, students, and casual users looking to engage in creative digital drawing activities directly from their web browsers.

3.1 Functionalities:

Here's a list of **functionalities** you might include in a **Canvas Life Painting System** project using **HTML, CSS, and JavaScript**. This type of project typically allows users to draw, paint, or simulate brush strokes on a canvas element using mouse or touch input.

🖌 3.1 Functionalities of Canvas Life Painting System

1. **Canvas Setup**
    - A responsive HTML5 <canvas> element to serve as the painting area.
    - Dynamic resizing based on screen or window size.
2. **Brush Tool**
    - Drawing with mouse or touch events.
    - Customizable brush size and color.
    - Brush types (e.g., round, square, textured).
3. **Color Picker**
    - Palette or color picker input to choose drawing color.
    - Option to select stroke and fill colors separately.
4. **Brush Size Selector**
    - Slider or input field to change brush thickness.

5. **Clear Canvas**
    - Button to clear the entire canvas area.

6. **Undo/Redo**
    - Ability to undo or redo previous actions using a stack-based history.
7. **Save Artwork**
    - Export the canvas as an image file (e.g., PNG or JPEG).
    - Option to download or preview the saved image.
8. **Eraser Tool**
    - Switch between drawing and erasing modes.
9. **Background Options**
    - Ability to set a background color or image for the canvas.
10. **Animation / "Life" Effects (Optional)**

- Simulate brush stroke effects like dripping paint, fading strokes, or dynamic colors.
- Time-based animation to simulate a "living" painting.

3.2 User and Characteristics:

1. **General Users / Artists**
    - **Description**: Casual or professional users who want to draw or paint using the canvas.
    - **Needs**:
        - Intuitive and responsive interface.
        - Easy access to tools (brush, eraser, color palette).
        - Ability to save or download their artwork.
2. **Students / Learners**
    - **Description**: Users learning digital art or programming.
    - **Needs**:
        - Simple UI for experimentation.
        - Examples or tutorials embedded or linked.
        - Undo/redo functionality.
3. **Developers / Contributors**
    - **Description**: Developers looking to enhance or contribute to the codebase.
    - **Needs**:
        - Clean, well-documented code.

- Modular structure.
- Clear instructions for setup and contribution.

🎨 **Characteristics (Features and Tech)**

✅ **Core Features:**

- Canvas for drawing (using <canvas> element in HTML5)
- Brush tool (adjustable size, color)
- Eraser tool
- Color picker
- Clear canvas button
- Save/export drawing (as PNG or JPEG)
- Optional: Undo/Redo, Layers, Shapes, Text

🛠️ **Technologies:**

- **HTML**: Structure
  - <canvas> element
  - Tool buttons and UI controls
- **CSS**: Styling
  - Layout (Flexbox or Grid)
  - Responsive design
  - Themes or dark/light mode
- **JavaScript**: Logic & Interaction
  - Canvas API for painting
  - Event listeners for mouse/touch input
  - State management (current tool, color, brush size)
  - File saving using toDataURL() or Blob

3.3 Features of the project:

- **AI-Powered Career Recommendations -** Uses Gemini AI to analyze user profiles and suggest personalized career paths and job matches.
- **Dynamic Skill Gap Analysis -** Identifies missing skills for desired roles and recommends learning resources to bridge gaps.

- **Interactive Dashboard -** Provides visual career roadmaps and tracks progress toward career goals.
- **Role Comparison Tool -** Lets users compare careers side-by-side based on salary, demand, and growth potential.
- **Interview Prep Resources -** Offers role-specific interview questions and mock interview simulations.
- **Learning Integrations -** Directs users to relevant courses on platforms like Coursera and Udemy.
- **Secure Authentication -** Ensures safe login and data protection using Clerk.
- **Admin Analytics Dashboard -** Monitors user activity and AI performance for system optimization.
- **Real-time Job Market Data -** Integrates with APIs to provide up-to-date industry trends.
- **Mobile-First Design -** Fully responsive interface for seamless use on any device.
- **GDPR-Compliant Data Protection** - Maintains strict privacy standards for user data security.

3.4 Features of Admin:

Administrators play a crucial role in maintaining the functionality, security, and efficiency of the ShareTo application. Here are the detailed features available to administrators:

- **User Management**: Provides the ability to view, query, and manage user accounts. Administrators can deactivate inactive accounts, delete unauthorized accounts, or update user permissions to ensure a secure platform.
- **Session Monitoring**: Enables real-time monitoring of active file-sharing sessions. This feature allows administrators to detect unusual activity, ensure compliance with system policies, and provide technical support if required.
- **System Logs**: Records and displays logs of all system activities, including login attempts, file transfers, and errors. Administrators can review these logs to

identify security issues, optimize system performance, and maintain an audit trail.

- **Settings Configuration**: Allows administrators to configure system-level settings, such as encryption protocols, bandwidth limits, and default user permissions, ensuring the system aligns with organizational or user requirements.
- **Application Health Monitoring**: Provides tools to track server health, storage capacity, and system uptime. Alerts are generated for potential issues like server overloads or connectivity problems.
- **Access Control Management**: Implements role-based access controls (RBAC), enabling the assignment of specific permissions to different user categories and ensuring sensitive functions are restricted to authorized personnel.
- **Troubleshooting Tools**: Includes diagnostic utilities for identifying and resolving common technical issues within the application, ensuring uninterrupted operation.
- **Data Encryption Management**: Enables oversight of encryption standards and protocols used for file transfers, ensuring compliance with the latest security practices.
- **System Updates and Maintenance**: Administrators can schedule and implement updates to keep the application secure and incorporate new features. Maintenance windows can be configured to minimize downtime.
- **Reporting and Analytics**: Generates detailed reports on system usage, user activity, file transfer statistics, and overall performance. These insights help improve system efficiency and support strategic decisions.
- **Admin Profile Management**: Allows administrators to update their profiles, including login credentials and contact information, ensuring secure and personalized access to admin functions.

These features empower administrators to maintain the ShareTo application as a secure, efficient, and user-friendly platform for peer-to-peer file sharing.

CHAPTER 4

SYSTEM REQUIREMENTS

To provide the **system requirements for a "Canvas Life" project**, I need a bit more context about what the project is. However, assuming you're referring to a **Canvas Life simulation project** (like Conway's Game of Life implemented with HTML5 Canvas, or a similar biology/life simulation), here's a general breakdown of **system requirements** for such a project.

.1 FUNCTIONAL REQUIREMENTS

User Registration and Login
Users can create an account using email or social login.
Users can log in and manage their profile.
Create Artwork on Canvas
Users can draw on a digital canvas using various tools (brush, pencil, eraser).
Users can choose colors, brush sizes, and effects.
Users can undo and redo actions.
Save and Load Artwork
Users can save their artwork to their profile.
Users can reopen and edit previous artworks.
Layer Management
Users can create and manage multiple layers on a canvas.
Users can toggle visibility, reorder, and delete layers.
Export Artwork
Users can export their finished artwork in formats such as PNG, JPG, or SVG.
Art Gallery / Community Sharing
Users can publish their artworks to a public gallery.
Users can view, like, and comment on other users' artwork.
Collaboration Feature
Multiple users can collaborate on the same canvas in real time (if applicable).
Admin Panel
Admins can manage users and moderate public artwork submissions.
Admins can remove inappropriate content.
Responsive Design
The project should work on desktop, tablet, and mobile devices.
Accessibility Support
Provide keyboard navigation and screen reader compatibility.

.2 NON-FUNCTIONAL REQUIREMENTS

Non-functional requirements (NFRs) define how a system should behave and place constraints on its functionality. For the **Canvas Life Art Project**—assuming it's a digital platform for creating, displaying, or interacting with artwork—the non-functional

requirements might include the following:

Security

- The system shall ensure secure user authentication (e.g., via OAuth or 2FA).
- User data and artwork shall be encrypted at rest and in transit.
- Access controls must be in place for different user roles (e.g., admin, artist, viewer).

Performance

- The platform should load any page within 3 seconds under normal network conditions.
- Image rendering and interactive canvas tools must respond within 200 milliseconds.

Scalability

- The system must support scaling to accommodate increasing numbers of users and artworks without degradation in performance.
- Cloud-based infrastructure should support auto-scaling under high traffic.

Usability

- The UI should be intuitive for users with minimal digital art experience.
- The platform should provide responsive design for use on mobile, tablet, and desktop.

Maintainability

- Codebase must follow modular and well-documented architecture to ease future updates and debugging.
- System logs should be implemented for monitoring and diagnosing issues.

Availability

- The platform must maintain 99.9% uptime, excluding scheduled maintenance.
- A backup system must be in place for artwork and user data, updated daily.

Accessibility

- The system must comply with WCAG 2.1 AA accessibility standards to ensure usability for individuals with disabilities.

Analytics and Logging

- User interactions with artworks should be tracked anonymously for performance and engagement insights.
- System errors and events must be logged for administrative review.

Testability

- The system shall allow for automated unit, integration, and UI testing.
- Each feature should be testable in isolation and in conjunction with related features.

.3 DESIGN GOALS

The design goals of a canvas life art project typically center around combining artistic expression with personal or communal meaning. Depending on the context, these goals can be tailored, but here are some core design goals that are often relevant:

- **Personal Expression**
  Enable individuals to express their life stories, emotions, or experiences through visual art.
- **Narrative Representation**
  Use symbolism, color, and composition to visually narrate phases or turning points in a person's life.
- **Community Engagement (if collaborative)**
  Foster a shared creative space where participants can contribute and reflect on collective human experiences.
- **Aesthetic Impact**
  Design the artwork to be visually compelling while maintaining a balance between beauty and raw authenticity.
- **Emotional Resonance**
  Evoke introspection, empathy, or connection in viewers by portraying genuine and relatable life moments.
- **Inclusivity and Accessibility**
  Ensure that the project is approachable for people from diverse backgrounds and skill levels.
- **Medium Exploration**
  Encourage innovative use of materials, textures, and canvas sizes to break traditional boundaries.
- **Reflection and Healing**
  Serve as a therapeutic outlet for participants, helping them process experiences or personal growth.
- **Interactivity (if intended)**
  Allow viewers to engage with the canvas—through writing, touch, or digital integration.

.1 System Sequence Diagram

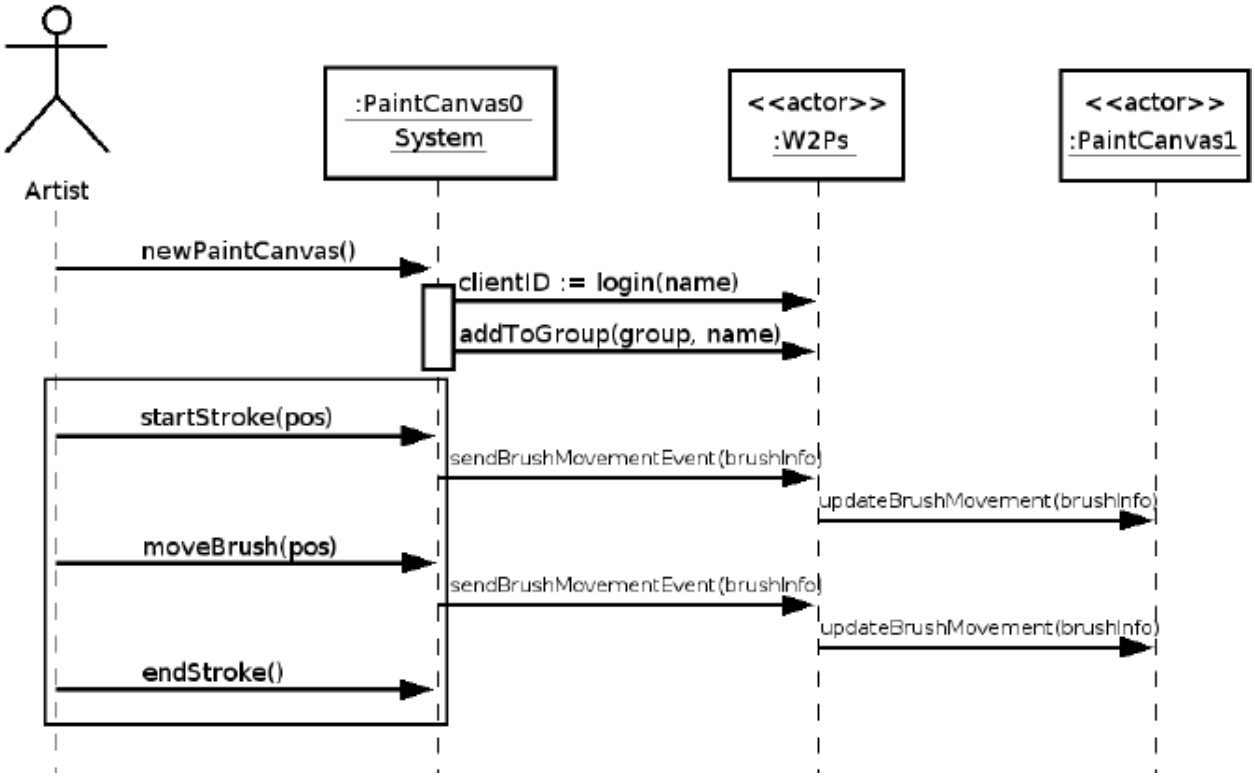

Fig 4.1 System Sequence

Key Interactions:

A System Sequence Diagram (SSD) illustrates the sequence of events that occur between a system and its actors during a specific use case. In the context of a Canvas Life Art Project, the SSD can represent the interactions between the user (or external system) and the art project system. Here's a conceptual breakdown for such a diagram:

Assumptions:

1. The system allows a user to create, edit, and view artwork on a canvas.
2. The user interacts with the canvas to create digital artwork.
3. The system can save, load, and display the artwork.
4. The system can respond with notifications or alerts as required (e.g., save confirmation).

Key Actors:

- User (Artist): Creates, edits, and saves artwork.
- Canvas System: Manages the canvas, including drawing and saving art.
- File System: Saves or loads artwork files.
- Notification System: Sends alerts (e.g., save confirmation).

Key Use Cases:

- Start a new project.
- Create or edit artwork.
- Save the artwork.
- Load a previously saved artwork.

.2 ER Diagram for a File Transfer System

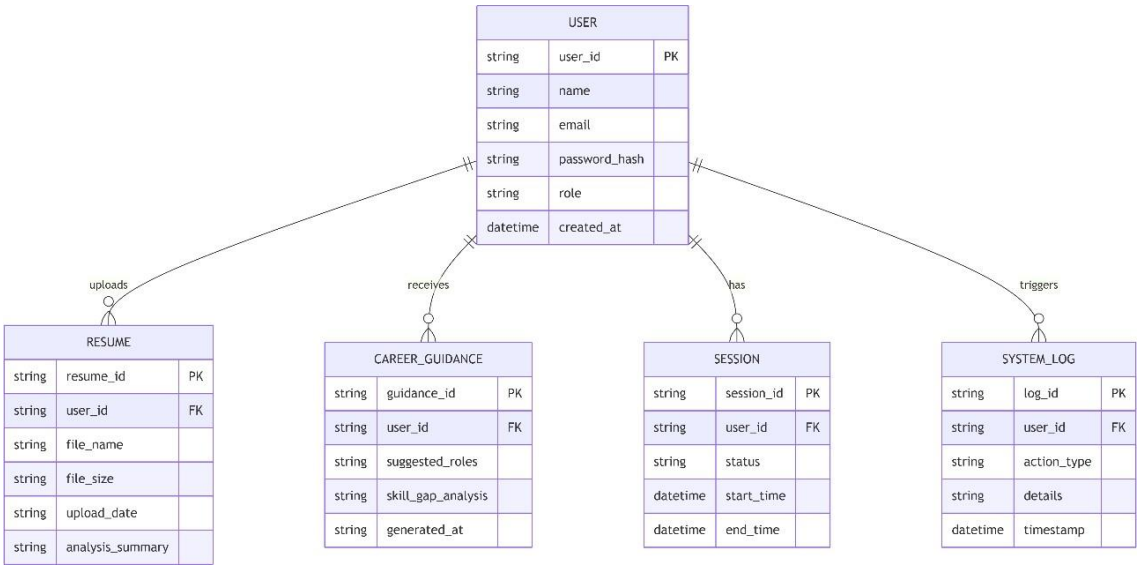

Fig 4.2 E-R Diagram

1. The schema includes tables for USER, ART, CAREER_GUIDANCE, SESSION, and SYSTEM_LOG.
2. The USER table stores user details like name, email, hashed password, and role.
3. The RESUME table tracks uploaded resumes, linking them to users and storing file details and analysis summaries.
4. The CAREER_GUIDANCE table stores personalized career suggestions and skill

gap analyses for users.

5. The SESSION table records user login sessions with start and end times and status.
6. The SYSTEM_LOG table tracks user-triggered actions within the platform.
7. Foreign keys establish relationships between the tables, linking resumes, guidance, sessions, and logs to specific users.
8. Primary keys uniquely identify each record within their respective tables.

CONCLUSION

The system requirements provide a comprehensive framework for the platform's functionality and performance. By focusing on secure authentication, efficient file-sharing, and real-time updates, the functional requirements ensure the system meets user needs. Non-functional requirements emphasize reliability, performance, and security, while the design goals aim to create an accessible, scalable, and secure solution. Together, these requirements form the foundation for a robust and future-proof file-sharing platform.

CHAPTER 5

SYSTEM DESIGN

To create a **system design** for a "Canvas Art Life" project—presumably an art-focused platform where users can create, showcase, or interact with digital canvas art—you need to define key components based on the project scope.

5.1 PRIMARY DESIGN PHASE

The Primary Design Phase of a "Canvas Art Life Project" typically focuses on conceptualizing the artistic vision, defining the thematic structure, and establishing the core visual and emotional language of the work. Here's a breakdown of what this phase might include:

1. Vision and Theme Development

Define the purpose and message of the project (e.g., storytelling, emotional journey, personal history).

Identify keywords, moods, or metaphors to guide visual decisions.

2. Visual Research and Inspiration

Gather references from existing artworks, nature, architecture, or personal photographs.

Build mood boards or color palettes.

3. Style and Medium Selection

Choose the artistic style (e.g., abstract, surreal, realism).

Decide on materials and formats: acrylics on canvas, mixed media, digital prints, etc.

4. Sketching and Prototyping

Create preliminary sketches or digital mockups.

Explore layout compositions, focal points, and layering techniques.

5. Feedback and Iteration

Share early drafts with mentors or peers for critique.

Refine the design based on feedback and personal intuition.

5.2 SECONDARY DESIGN PHASE

The **Secondary Design Phase** of a *Canvas Art Life Project* typically builds on the foundational work completed in the initial (or primary) design phase. This phase focuses on refining, expanding, and preparing the project for execution or presentation. Here's how you might outline the **Secondary Design Phase** for a canvas-based art/life project:

🎨 SECONDARY DESIGN PHASE

Canvas Art Life Project

1. Refinement of Concept

- Reevaluate initial themes and narratives.
- Incorporate feedback from the primary phase (personal reflection or critiques).
- Strengthen symbolism and message clarity.
- Define emotional and experiential goals.

2. Detailed Design & Composition

- Finalize layout and composition of canvas elements.
- Use thumbnail sketches or digital mockups to experiment.
- Plan layering techniques, textures, and spatial relationships.

3. Color Palette and Materials

- Select definitive color schemes tied to themes or emotions.
- Test materials (acrylics, oils, mixed media, collage).
- Consider unconventional materials that reflect personal life experiences.

4. Integration of Personal Elements

- Deepen autobiographical or symbolic content.
- Add journal entries, photos, or found objects.
- Plan interactions between visual and narrative components.

5.3 USER INTERFACE

The user interface (UI) for a "Canvas Art Life Project" could be designed to provide an intuitive and visually engaging experience for users to create, view, and interact with generative or user-made art on a digital canvas. Here's a general concept for its UI structure:

Canvas Art Life Project UI – Concept Overview

1. Home Screen

- **Title/Header**: "Canvas Art Life"
- **Navigation**: Home | Gallery | Create | Tutorials | Profile
- **Hero Banner**: Rotating featured artworks with "Start Creating" CTA

2. Create Canvas Interface

- **Canvas Area**: Large interactive canvas, resizable
- **Tools Panel (Left Sidebar)**:
    - Brush / Pen / Shapes
    - Color picker
    - Layers manager
    - Grid toggle
    - Import image

- **Properties Panel (Right Sidebar)**:
    - Tool settings (size, opacity, etc.)
    - Animation options (if Life Project includes generative/life simulation)
    - Code editor (if supporting algorithmic art like Conway's Game of Life or p5.js)

3. Life Simulation Controls (if applicable)

- Play / Pause / Step
- Speed control slider
- Cell state editor (if based on cellular automata)
- Preset patterns (gliders, oscillators, etc.)

4. Gallery

- User-submitted artworks
- Filters: Popular | New | Algorithmic | Hand-drawn
- Thumbnails with hover animations

5. Profile

- Saved projects
- Favourites
- Edit profile & avatar
- Community stats (likes, views, etc.)

Conclusion

The system design of the Canvas Art Life Project successfully integrates artistic expression with interactive technology to create an engaging and user-friendly platform. Through careful consideration of user requirements, system architecture, and functional components, the design ensures seamless interaction between artists, viewers, and digital tools. The modular structure promotes scalability and maintainability, while the incorporation of real-time updates, media handling, and community engagement features supports a dynamic and collaborative art experience. This robust design lays the groundwork for effective implementation and future enhancements, fostering creativity and accessibility in the digital art space.

CHAPTER 6

ARCHITECTURE

Architecture, as the silent narrator of human history, shapes the spaces we inhabit and the stories we live. In the context of a canvas art life project, it becomes more than just form and function—it transforms into a visual language of memory, identity, and aspiration. From towering cathedrals to minimalist homes, architectural elements reflect cultural values and personal journeys, etched in stone, wood, and steel. Each brushstroke inspired by arches, columns, and skylines captures a dialogue between structure and soul, inviting viewers to explore the intersection of built environments and human experience.

6.1 LAYERED ARCHITECTURE

1. **Presentation Layer (UI Layer)**

- **Responsibility**: User interface rendering and user interactions
- **Tools/Frameworks**: React/Vue/Svelte, Tailwind CSS or Styled Components
- **Components**:
    - Canvas display & tools (drawing, brushes, layers)
    - Artboard controls (zoom, pan, undo/redo)
    - Modal/dialogs (for saving, settings, etc.)
    - Responsive layout components

2. **Application Layer (State & Logic)**

- **Responsibility**: UI state management, business logic, command handling
- **Tools**: Redux, Zustand, Recoil, or Context API
- **Responsibilities**:
    - Manage global state (e.g., canvas data, user preferences)
    - Handle tool modes (select, draw, erase, etc.)
    - Dispatch UI events and tool commands
    - Debounce input events or throttle rendering

3. **Service Layer (API and Utility Layer)**

- **Responsibility**: Abstraction for external and internal services
- **Components**:
    - API clients (e.g., save artwork, load templates)
    - File handling (export canvas to PNG/JPEG/SVG)
    - Auth services (if users log in)
    - Local storage/session storage helpers

1. Backend Layer

In the context of a "Canvas Art Life" project, a layered architecture for the backend could be structured to ensure scalability, maintainability, and clear separation of concerns.

Here’s a typical layered architecture for such a project:

1.1. Presentation Layer (API Layer)

- **Responsibility**: Handles user interactions and communicates with the other layers.
- **Technologies**: RESTful API or GraphQL for communication with the frontend.
- **Components**:
  - API Controllers
  - Request/Response handling
  - Authentication & Authorization

1.2. Service Layer (Business Logic Layer)

- **Responsibility**: Contains the core business logic and processes requests from the presentation layer.
- **Technologies**: Typically written in languages like Node.js, Java, Python, or Ruby.
- **Components**:
  - Business services (e.g., Canvas, Art, and Life logic)
  - Integration with external services (e.g., payment gateways, social sharing)
  - Validation and business rules

1.3. Data Access Layer (Persistence Layer)

- **Responsibility**: Manages database operations and abstracts access to data.
- **Technologies**: Relational databases (PostgreSQL, MySQL) or NoSQL (MongoDB, Redis).
- **Components**:
  - Database models (ORMs like Sequelize for Node.js, Hibernate for Java)
  - Repository pattern to isolate DB operations
  - Data migration and management

2. Database Layer:

The layered architecture for a database layer in a Canvas Art Life project, or similar project, typically involves several components working together to efficiently manage data and ensure smooth interaction with the rest of the system. Here's a breakdown of how the database layer can be structured in a layered architecture:

1. Presentation Layer (User Interface)

- **Role**: Displays the data to users and handles user interactions.
- **Interaction with Database**: Sends user requests (such as viewing or updating artwork details) to the next layer.

2. Application Layer (Business Logic)

- **Role**: Contains the core logic of the application. It processes requests from the UI and communicates with the database layer to fetch or update data.
- **Interaction with Database**: Contains the business rules, such as validating user input, creating art-related transactions, or handling user authentication.

3. Database Layer (Data Access Layer)

- **Role**: Responsible for direct interaction with the database. It abstracts the database operations (CRUD - Create, Read, Update, Delete).
- **Components**:

- **Data Access Objects (DAOs)**: Provides a clear interface for accessing data.
- **Repositories**: A higher-level abstraction over DAOs, ensuring the data is fetched or saved correctly.
- **Database Connection Pool**: Manages and optimizes connections to the database.
- **SQL Queries/Stored Procedures**: Encapsulates SQL logic for accessing or manipulating the data.

- **Interaction with Other Layers**: The application layer makes requests to the database layer for data. It may use repositories, DAOs, or direct SQL calls depending on the architecture.

6.1 REAL-TIME CAPABILITIES

In a layered architecture for a real-time capabilities system in a canvas art life project, each layer serves specific purposes to ensure smooth interaction, scalability, and performance. Here's a potential structure:

1. Presentation Layer

- **Purpose**: Manages user interaction with the canvas art.
- **Components**:
  - **UI/UX Components**: This would include the canvas, drawing tools, color pickers, and interactive elements like buttons or sliders.
  - **Real-time Art Display**: Visual representation of the art, updated in real time across all clients.
  - **Input Handling**: Mechanisms for detecting and interpreting user inputs (e.g., mouse events, gestures).

2. Application Layer

- **Purpose**: Handles the logic of real-time interactions and commands.
- **Components**:
  - **Art Engine**: Processes and stores changes to the artwork (drawing strokes, shape manipulations).
  - **Real-time Collaboration**: Manages events like multiple users drawing, syncing art, and broadcasting changes to other clients.
  - **User Management**: Tracks different users' states, like login status, preferences, and their contributions to the artwork.

3. Real-Time Communication Layer

- **Purpose**: Ensures real-time updates and synchronization between clients and the server.
- **Components**:
  - **WebSocket/Socket Server**: Handles communication between clients and the server to push and pull data in real time.
  - **Event Handling**: Listens for and propagates events like strokes, canvas changes, and user actions.

4. Data Layer

- **Purpose**: Manages the storage and retrieval of artwork data.
- **Components**:
  - **Database**: Stores saved artworks, user profiles, and collaborative sessions.
  - **Cache**: Provides a high-speed memory store to minimize delays in artwork

retrieval.
    - **Data Sync**: Ensures that changes made in real time are synchronized across all clients.

5. Backend Layer

- **Purpose**: Orchestrates the operations of the other layers and handles business logic.
- **Components**:
    - **API Gateway**: Exposes endpoints for client communication, authentication, and handling art-related requests.
    - **Authentication and Authorization**: Secures the system with user roles and permissions.
    - **Real-Time Sync Logic**: Implements algorithms to handle conflicts or merge drawing changes when users are interacting simultaneously.

6. Integration Layer (Optional)

- **Purpose**: Interfaces with external services and systems.
- **Components**:
    - **External Art Tools**: Integration with tools like AI art generators or advanced drawing software for enhancing the project.
    - **Third-Party APIs**: Incorporate social media sharing, cloud storage for saving artworks, or any third-party collaborations.

6.2 SECURITY ARCHITECTURE:

In the context of a "Canvas Art Life" project, **Security Architecture** refers to the design and structure used to protect the digital infrastructure, data, and interactions within the project. For a canvas art-focused project, this could involve:

1. **User Authentication & Authorization**: Ensuring that only authorized users (artists, administrators, customers) can access certain features or data (e.g., user account management, art submissions, payments).
2. **Data Protection**: Securing sensitive data such as personal information, payment data, and intellectual property (artwork) using encryption and secure storage.
3. **Digital Rights Management (DRM)**: Protecting the digital art pieces from unauthorized copying, redistribution, or tampering.
4. **Security of Online Transactions**: If there's an e-commerce aspect to the project (selling or buying art), implementing secure payment systems (like SSL/TLS encryption, secure payment gateways).
5. **Privacy and Compliance**: Adhering to privacy regulations like GDPR or CCPA to ensure the proper handling of user data and consent for data collection.

Conclusion:

The conclusion of an architecture-focused canvas art life project could emphasize the intricate relationship between space, structure, and creativity. The architectural elements in canvas art could serve as a medium to explore how built environments shape our experiences, emotions, and perceptions. Concluding with an analysis of how art interprets or reimagines architectural design might highlight the symbiotic influence both have on our daily lives**.**

CHAPTER 7

PROJECT SCREENSHOT

Fig 7.1 Career Mate front Page

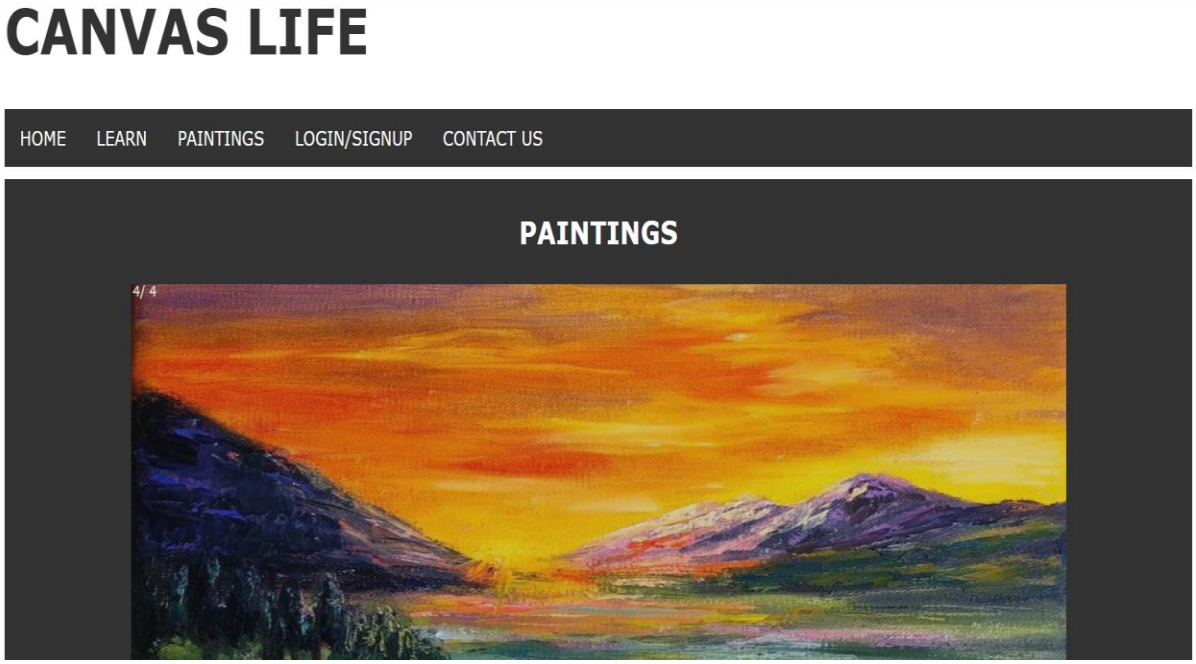

Fig 7.1 Home Page

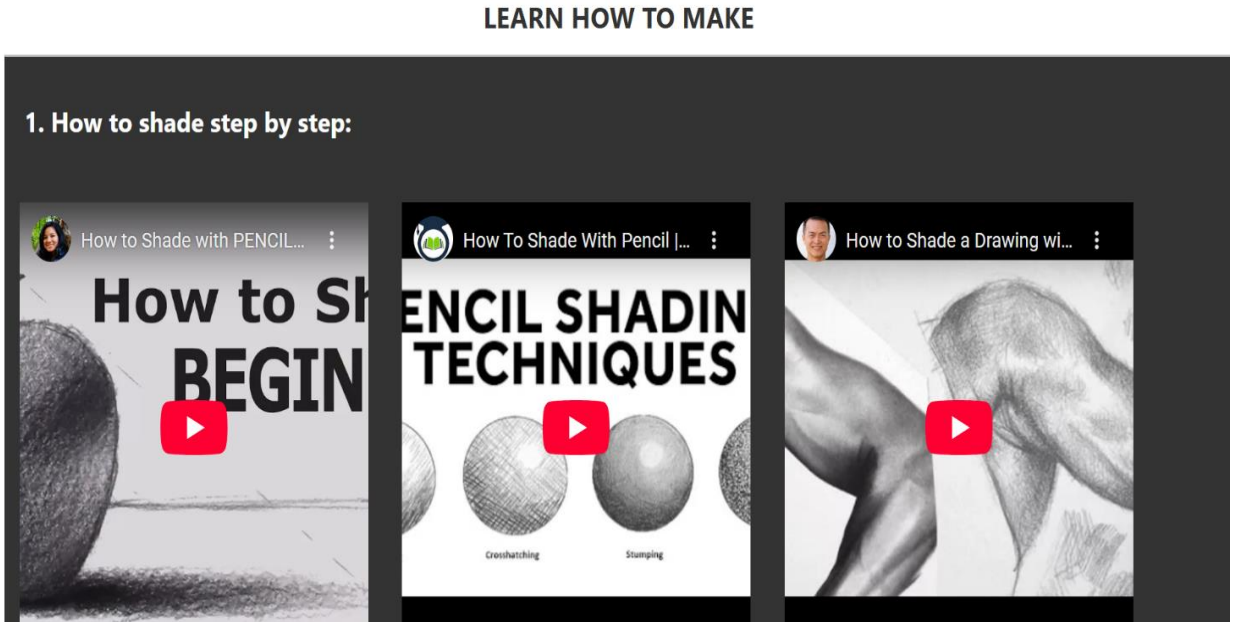

Fig 7.21st Step tp make paintings

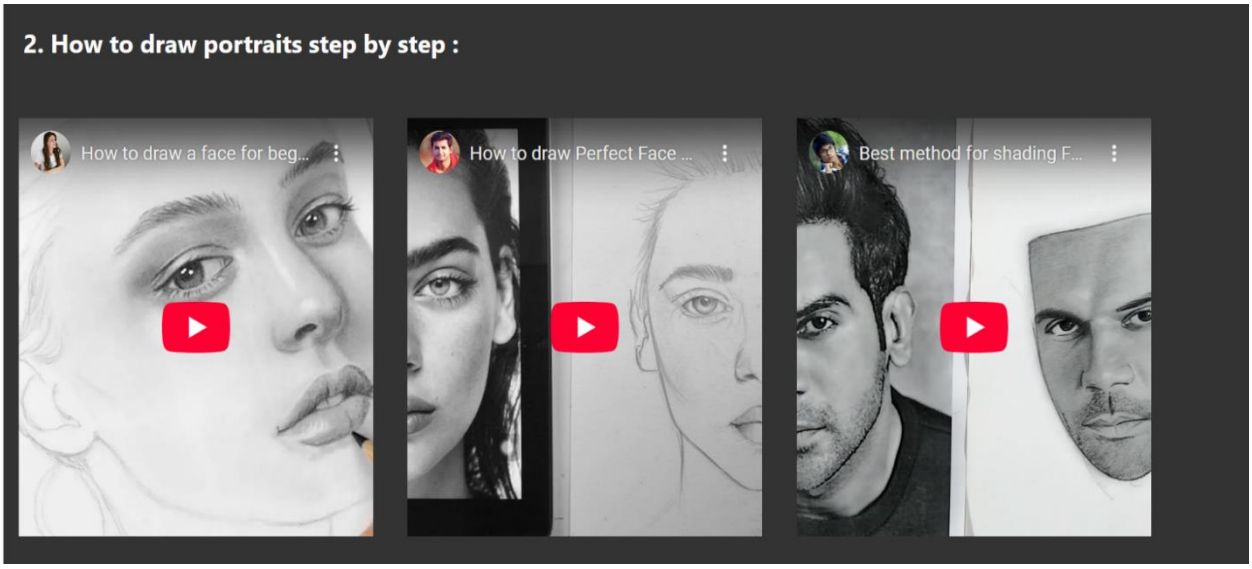

Fig 7.3 2nd step to make painting

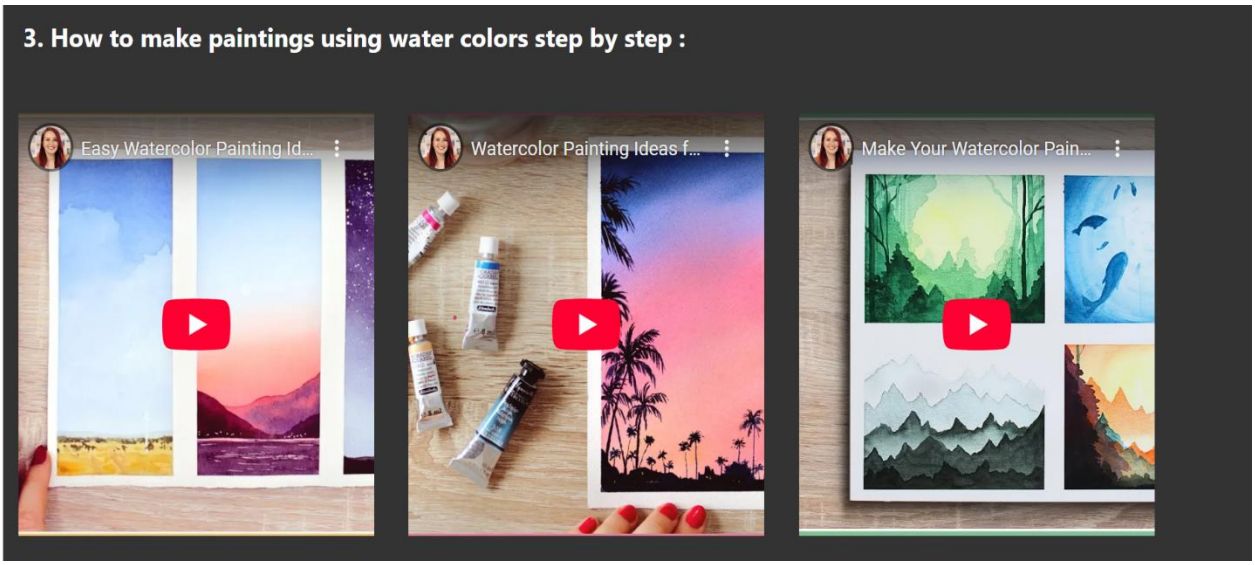

Fig 7.4 3rd Step to make Painting

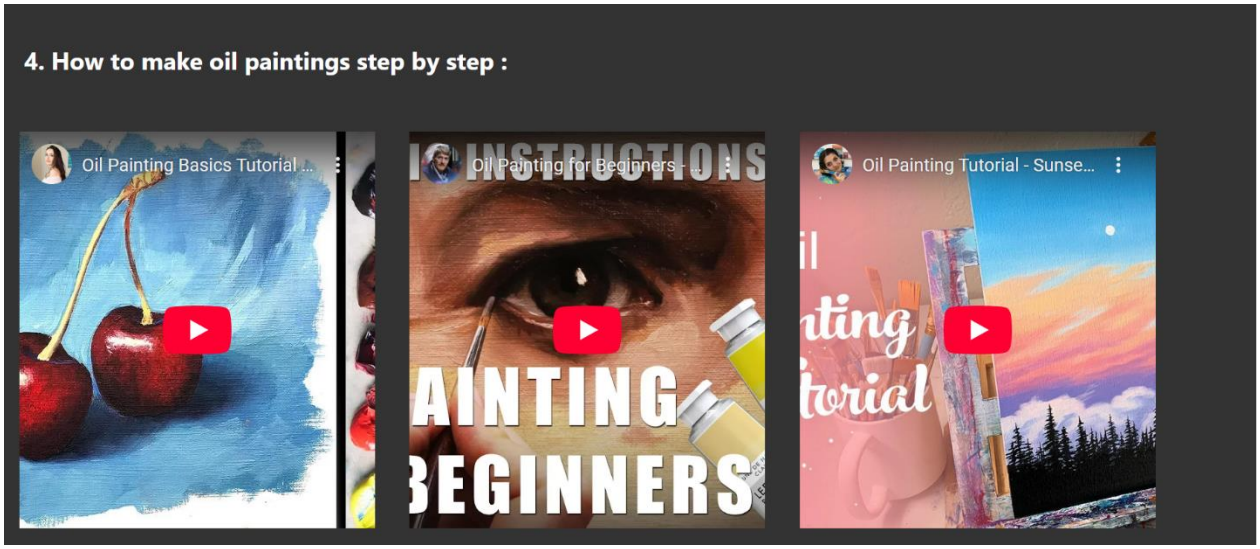

Fig 7.5 4th Step to make

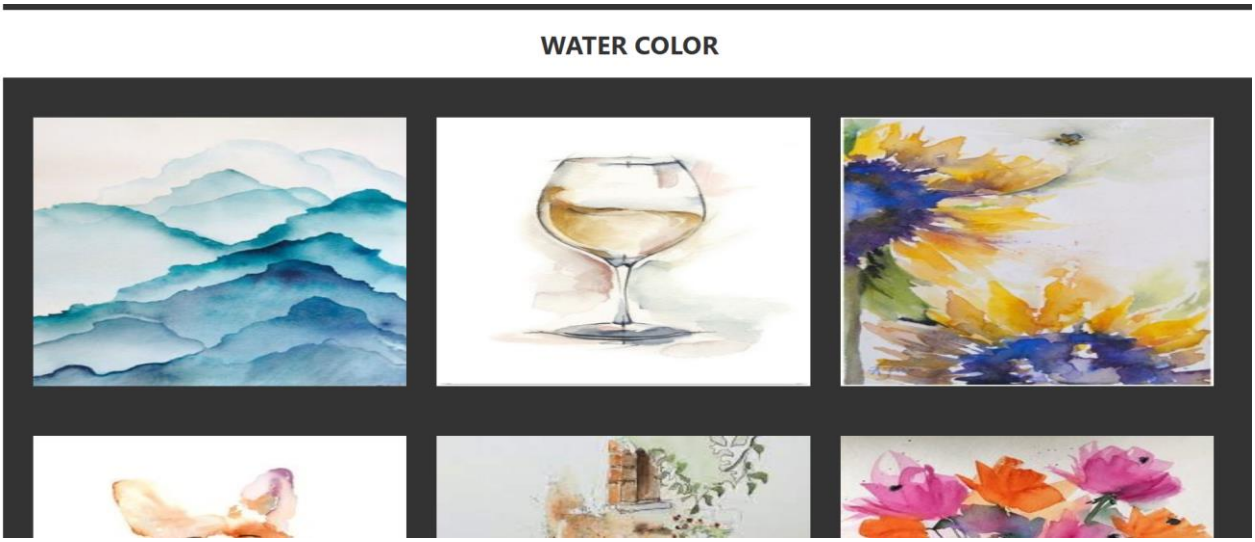

Fig 7.7 colors

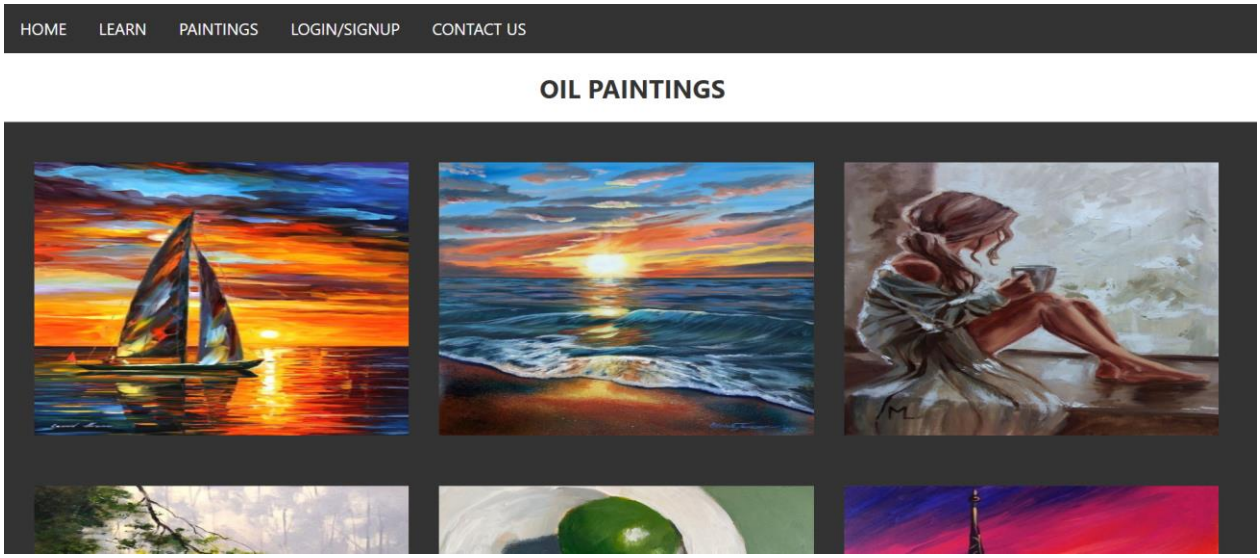

Fig 7.7 Oil Paintings Making

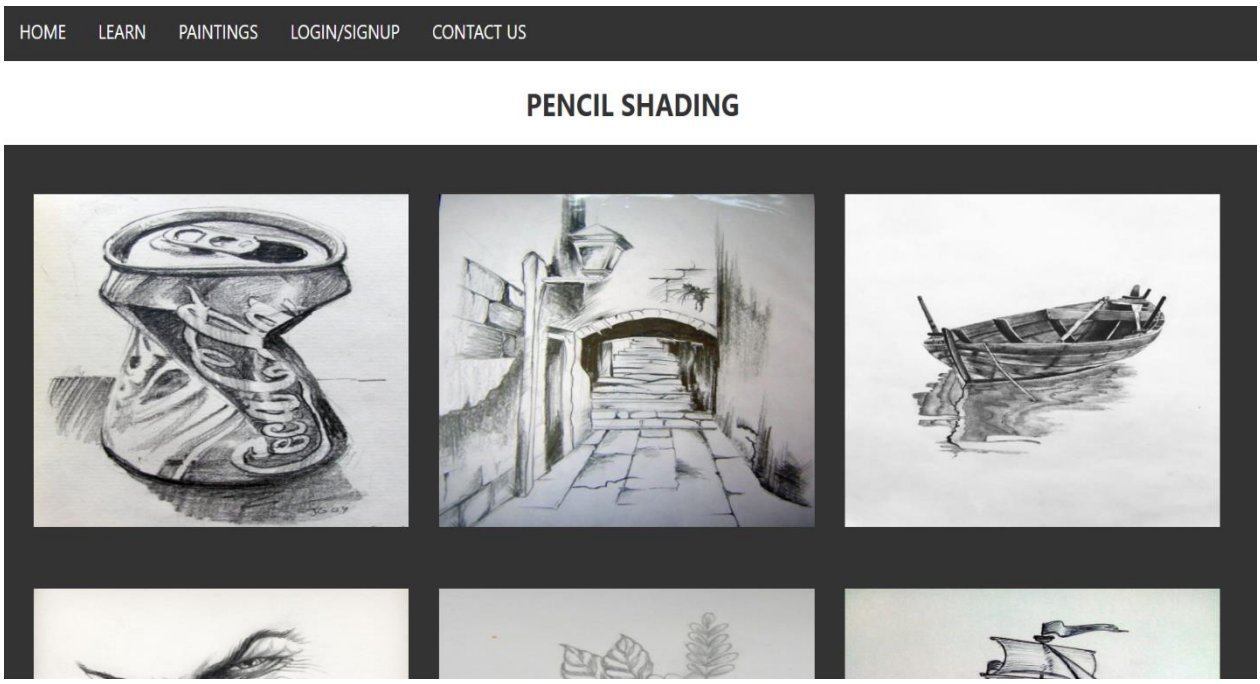

Fig 7.7 Pencil Shading

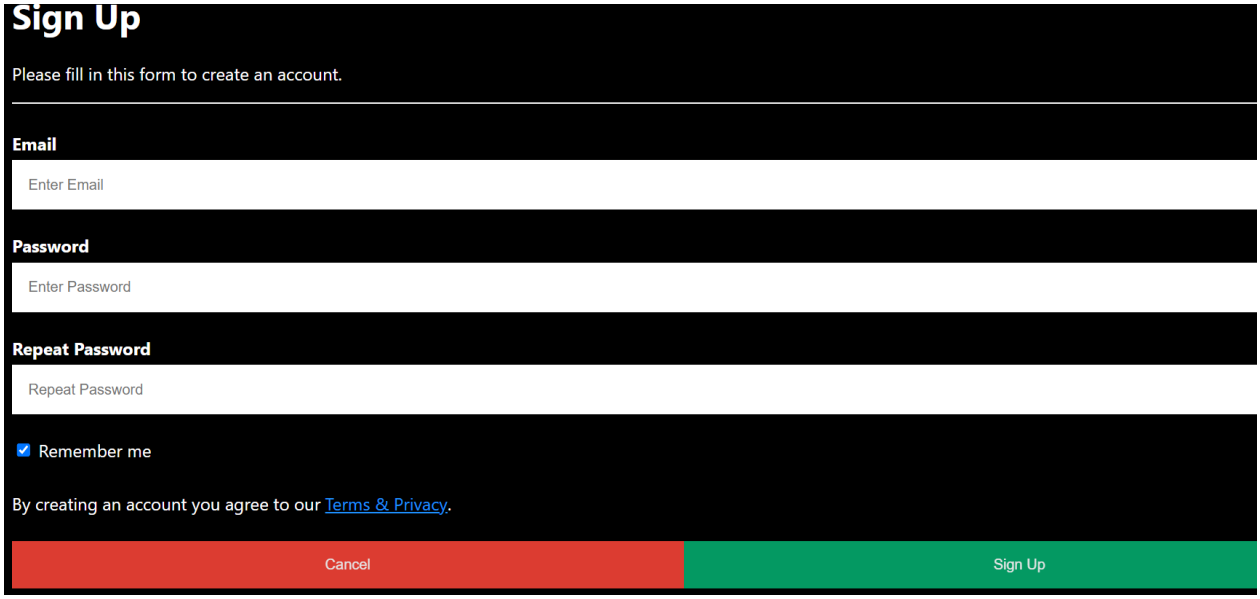

Fig 7.7 Login/Signup

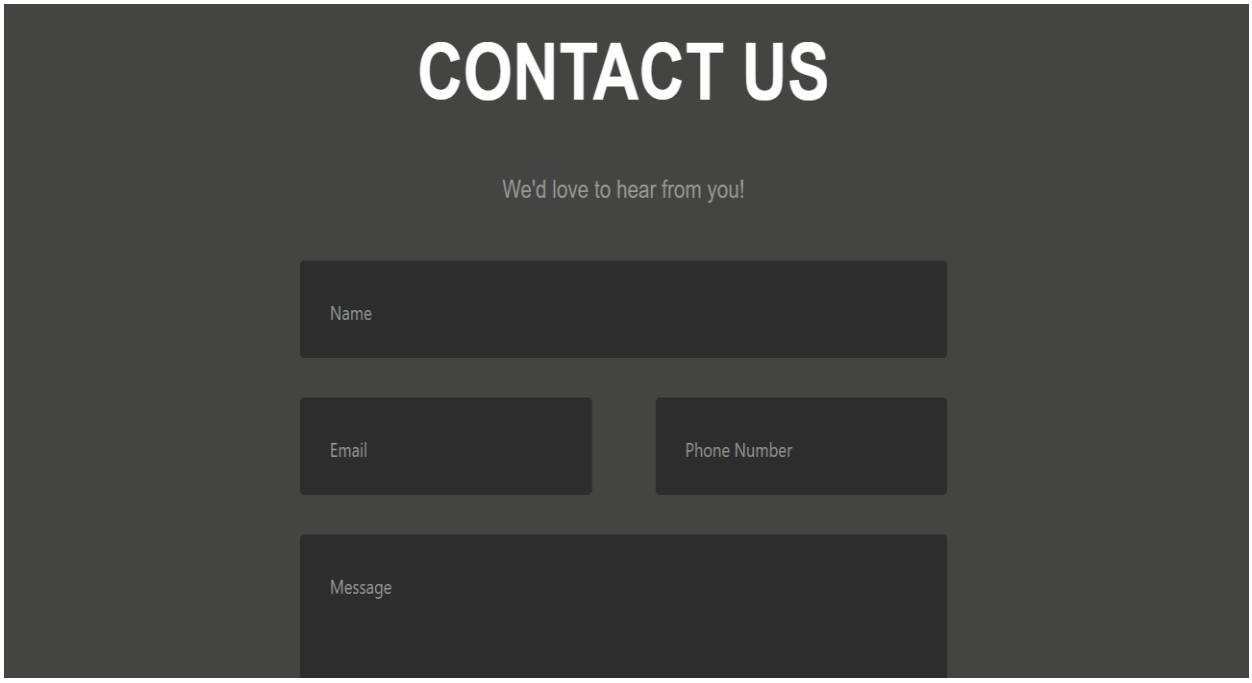

Fig 7.7 Contact Us

CHAPTER 8

CODE SCREENSHOTS

```
<!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>LOGIN HERE</title>
    <link rel="stylesheet" href="..//style/style.css">

    <style>
        * {box-sizing: border-box}
        body{
            background-color: black;
        }

/* Full-width input fields */
  input[type=text], input[type=password] {
  width: 100%;
  padding: 15px;
  margin: 5px 0 22px 0;
  display: inline-block;
  border: none;
  background: white;
}
h1,p,label{
    color: white;
}
```

```
</head>
<body>
    <header>
        <h1 class=mainheading style="font-size:4vw;">CANVAS LIFE</h1>

    </header>
    <div class="navbar">
        <a href="./index.html">HOME</a>
        <a href="learn/learn.html">LEARN</a>
        <div class="dropdown">
          <button class="dropbtn">PAINTINGS
            <i class="fa fa-caret-down"></i>
          </button>
          <div class="dropdown-content">
            <a href="more paintings/water color.html">Water Color</a>
            <a href="more paintings/sketches.html">Sketches</a>
            <a href="more paintings/oilpaintings.html">Oil Painting</a>
            <a href="more paintings/pencilshading.html">Pencil Shading</a>

          </div>
        </div>
        <a href="login/login.html" >LOGIN/SIGNUP</a>
        <a href="contact us/contactus.html">CONTACT US</a>
      </div>

    <main>
```

Fig 8.1 Login

```
<main>
  <h1 style="font-size:2vw;">PAINTINGS</h1>


  <section>
    <div class="slideshow-container">
      <div class="mySlides fade">
        <div class="numbertext">1 / 4</div>
        <img src="Oil paintings/9691b034fa91a44af9ff9b04cd9930e0.jpg" style="width:100%" height="800p
        <div class="text"></div>
      </div>
      <div class="mySlides fade">
        <div class="numbertext">2 / 4</div>
        <img src="Oil paintings/ab2495b311a048b4f01b3f970f92b30e.jpg" style="width:100%" height="800p
        <div class="text"></div>
      </div>
      <div class="mySlides fade">
        <div class="numbertext">3 / 4</div>
        <img src="Oil paintings/01f9d61287943b899ec226393da50aa9.jpg" style="width:100%" height="800p
        <div class="text"></div>
      </div>
      <div class="mySlides fade">
        <div class="numbertext">4/ 4</div>
        <img src="Oil paintings/e9da50347b3f103753d915f5ae7a299d.jpg" style="width:100%" height="800p
        <div class="text"></div>
      </div>
      <a class="prev" onclick="plusSlides(-1)">&#10094;</a>
```

```
<section>
    <h1 style="font-size:2vw;">LEARN HOW TO MAKE</h1>
    <hr>
    <iframe style="width:100%" height="315" src="https://www.youtube.com/embed/w3hbZfX0Abg" title="
   <iframe style="width:100%" height="315" src="https://www.youtube.com/embed/PKGV-UelNAY" title="Y
    <iframe style="width:100%" height="315" src="https://www.youtube.com/embed/vTlU8srPH2Y" title="
    <iframe style="width:100%" height="315" src="https://www.youtube.com/embed/GMT0hJR700Y" title="
</section>
<Section>
  <hr>
    <h1 class="project" style="font-size:2vw;">
        PROJECT BY!!!
    </h1>
<hr>
<table width="100%" cellspacing="40px" cellpadding="20px">
  <thead>
    <tr>

      <th>RAJ GUPTA</th>
    </tr>
    </thead>
    <tbody>
      <tr>

        <td>19/778</td>
```

```
<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>OIL PAINTINGS</title>
    <link rel="stylesheet" href="..//style/style.css">
</head>
<style>
    @import url('https://fonts.googleapis.com/css2?family=Black+Ops+One&display=swap');
    .centered{
        bottom:50%;
    }
    .heading{
        text-align: center;
    }

        #flexcontainer{
            display:flex;
            flex-wrap:wrap;
            color:black;
            margin:10px;
            padding: 5px;
            flex-direction: row;

        }
        @media (max-width: 800px) {
```

```
  box-sizing: border-box;
}
body {
  font-family: Verdana, sans-serif;
  margin: 0;
}
.mySlides {
  display: none
}
img {
  vertical-align: middle;
}
.slideshow-container {
  max-width: 1000px;
  position: relative;
  margin: auto;
}
    .prev,
    .next {
      cursor: pointer;
      position: absolute;
      top: 50%;
      width: auto;
      padding: 16px;
      margin-top: -22px;
      color: white;
      font-weight: bold;
      font-size: 18px;
      transition: 0.6s ease;
      border-radius: 0 3px 3px 0;
      user-select: none;
    }
    .prev{
   left:10%
}
.next{
    left:85%;
}
.next {
  right: 18%;
  border-radius: 3px 0 0 3px;
}
```

```
.prev:hover,
.next:hover {
  background-color: rgba(109, 106, 106, 0.8);
}
/* Caption text */
.text {
  color: #000000;
  font-size: 25px;
  font-weight: bold;
  padding: 8px 12px;
  position: absolute;
  bottom: 8px;
  width: 100%;
  text-align: center;
}
/* Number text (1/3 etc) */
.numbertext {
  color: #ffffff;
  font-size: 12px;
  padding: 8px 12px;
  position: absolute;
  top: 0;
}
/* The dots/bullets/indicators */
.dot {
  cursor: pointer;
```

```
/* Fading animation */
.fade {
  -webkit-animation-name: fade;
  -webkit-animation-duration: 1.5s;
  animation-name: fade;
  animation-duration: 1.5s;
}
@-webkit-keyframes fade {
  from {
    opacity: .4
  }
  to {
    opacity: 1
  }
}
@keyframes fade {
  from {
    opacity: .4
  }
  to {
    opacity: 1
  }
}
/* On smaller screens, decrease text size */
@media only screen and (max-width: 300px) {
```

```
.link {
    padding: 8px 12px;
    border: 1px solid #ED2939;
    border-radius: 2px;
    font-family: Helvetica, Arial, sans-serif;
    font-size: 14px;
    color: #ffffff;
    text-decoration: none;
    font-weight: bold;
    display: inline-block;
}
table{
    font-size: 20px;
    padding-top: 80px;

}
.project{
  font-size: 30px;
}
</style>



</head>
<body>
    <header>
```

CHAPTER 9

CONCLUSION

The conclusion of your canvas art life project could emphasize both the creative journey and the personal growth you've experienced throughout the process. Here's how you might summarize:

- **Reflection on Growth**: Reflect on how you've developed as an artist during the project. Highlight any new techniques, mediums, or styles you explored and how they influenced your artwork. You might also touch on the challenges faced and how overcoming them enriched your understanding of the medium.
- **Artistic Expression**: Discuss how the canvas served as a platform for self-expression, and how your final piece(s) symbolize your unique perspective on life, the themes you explored, or your connection to the world around you.
- **Impact and Takeaways**: Conclude by considering how this project may have impacted your view on art and life. What did you learn about your creative process? How has this project shaped your future direction as an artist or influenced your perception of art in general?

CHAPTER 10

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CHAPTER 11

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