STEP 1: creating face detect webpage

```
<!DOCTYPE html>
<html>
  <head>
    <b><h1>DETECTION OF FACE MASK</h1></b>
  </head>
  <body><p><h1>PLEASE WEAR MASK AND BE SAFE</h1></p>
  </body>

  <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.9.0/p5.min.js"></script>
  <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/0.9.0/addons/p5.dom.min.js"></script>
  <script src="https://unpkg.com/ml5@latest/dist/ml5.min.js"></script>
  <script type="text/javascript">
    // Classifier Variable
    let classifier;
    // Model URL
    let imageModelURL = 'https://teachablemachine.withgoogle.com/models/_58HUxVzr/';

    // Video
    let video;
    let flippedVideo;
    // To store the classification
    let label = "";

    // Load the model first
```

```
function preload() {
  classifier = ml5.imageClassifier(imageModelURL + 'model.json');
}

function setup() {
  createCanvas(320, 260);
  // Create the video
  video = createCapture(VIDEO);
  video.size(320, 240);
  video.hide();

  flippedVideo = ml5.flipImage(video);
  // Start classifying
  classifyVideo();
}

function draw() {
  background(0);
  // Draw the video
  image(flippedVideo, 0, 0);

  // Draw the label
  fill(255);
  textSize(16);
  textAlign(CENTER);
```

```
  text(label, width / 2, height - 4);
 }

 // Get a prediction for the current video frame
 function classifyVideo() {
  flippedVideo = ml5.flipImage(video)
  classifier.classify(flippedVideo, gotResult);
  flippedVideo.remove();

 }

 // When we get a result
 function gotResult(error, results) {
  // If there is an error
  if (error) {
   console.error(error);
   return;
  }
  // The results are in an array ordered by confidence.
  // console.log(results[0]);
  label = results[0].label;
  // Classifiy again!
  classifyVideo();
 }
</script>
```

```
 <p>
    <h1>
       IF WEARING MASK GO TO THE FOLLOWING LINK<a href="face.html"><h3>"Move to next process"</h3></a>
       IF NOT WEARING MASK PLEASE DO WEAR IT
    </h1>
 </p>


</html>
```

STEP 2: creating face capturing webpage for comparison

```
<!doctype html>
<html>
<head>
   <script type="text/javascript" src="https://cdnjs.cloudflare.com/ajax/libs/webcamjs/1.0.25/webcam.js"></script>
</head>
<center>
<body>
  <h1>Make sure that correct peron is logging in</h1>
   <div id="camera" style="height:auto;width:auto; text-align:left;"></div>
   <input type="button" value="Take a Snap and Download Picture" id="btPic"
      onclick="takeSnapShot()" />
</body>
```

```
<script>
    // CAMERA SETTINGS.
    Webcam.set({
        width: 600,
        height: 500,
        image_format: 'jpeg',
        jpeg_quality: 100
    });
    Webcam.attach('#camera');

    // TAKE A SNAPSHOT.
    takeSnapShot = function () {
        Webcam.snap(function (data_uri) {
            downloadImage('face', data_uri);
        });
    }

    // DOWNLOAD THE IMAGE.
    downloadImage = function (name, datauri) {
        var a = document.createElement('a');
        a.setAttribute('download', name + '.png');
        a.setAttribute('href', datauri);
        a.click();
```

```
}
</script>


</html>


STEP 3: comparing webpage
<!DOCTYPE html>
<html>
<head>
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<script>
function initComparisons() {
  var x, i;
  x = document.getElementsByClassName("img-comp-overlay");
  for (i = 0; i < x.length; i++) {
    compareImages(x[i]);
  }
  function compareImages(img) {
    var slider, img, clicked = 0, w, h;
    w = img.offsetWidth;
    h = img.offsetHeight;
    img.style.width = (w / 2) + "px";
```

```
slider = document.createElement("DIV");
slider.setAttribute("class", "img-comp-slider");
img.parentElement.insertBefore(slider, img);
slider.style.top = (h / 2) - (slider.offsetHeight / 2) + "px";
slider.style.left = (w / 2) - (slider.offsetWidth / 2) + "px";
slider.addEventListener("mousedown", slideReady);
window.addEventListener("mouseup", slideFinish);
slider.addEventListener("touchstart", slideReady);
window.addEventListener("touchend", slideFinish);
function slideReady(e) {
  e.preventDefault();
  clicked = 1;
  window.addEventListener("mousemove", slideMove);
  window.addEventListener("touchmove", slideMove);
}
function slideFinish() {
  clicked = 0;
}
function slideMove(e) {
  var pos;
  if (clicked == 0) return false;
  pos = getCursorPos(e)
  if (pos < 0) pos = 0;
  if (pos > w) pos = w;
  slide(pos);
```

```
    }
    function getCursorPos(e) {
      var a, x = 0;
      e = (e.changedTouches) ? e.changedTouches[0] : e;
      a = img.getBoundingClientRect();
      x = e.pageX - a.left;
      x = x - window.pageXOffset;
      return x;
    }
    function slide(x) {
      img.style.width = x + "px";
      slider.style.left = img.offsetWidth - (slider.offsetWidth / 2) + "px";
    }
  }
}
if(img-comp-img.src==img-comp-overlay.src){
        "they are identical"
}var a = new Image(),
    b = new Image();
a.src = 'chrome://favicon/' + url_a;
b.src = 'chrome://favicon/' + url_b;

// might need to wait until a and b have actually loaded, ignoring this for now
var a_base64 = getBase64Image(a),
    b_base64 = getBase64Image(b);
```

```
if (a_base64 === b_base64)
{
    // they are identical
}
else
{
    // you can probably guess what this means
}
</script>
<link rel="stylesheet" href="compare.css">
</head>
<body>

<h1>Compare Two Images</h1>

<p>Click and slide the blue slider to compare two images:</p>

<div class="img-comp-container">
    <div class="img-comp-img">
      <img src="image/face (9).png" width="900" height="500">
    </div>
    <div class="img-comp-img img-comp-overlay">
      <img src="image/face (8).png" width="900" height="500">
    </div>
```

```
 </div>


<script>

/*Execute a function that will execute an image compare function for each element with the img-comp-overlay class:*/

initComparisons();

</script>

<p>they are identical</p>

</body>

</html>
```

STEP 4: entering exam portal

```
<!DOCTYPE html>

<html>

<head>

<h1> EXAM LOGGIN PAGE</h1>

</head>

<body>

<form>

   <table>

      <tr>

         <td>

            USERNAME:

         </td>
```

```
        <td>
          <input type="mail"  placeholder="Email" name="">
        </td>
      </tr>
<tr>
<td>
          REG NO:
        </td>

        <td>
          <input type="Password" placeholder="Password" name="">
        </td>
      </tr>
   </table>
</form>
</body>
</html>
```