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Class – BML-1-2

Roll No – 31

Assg.4 – Digit Recognition

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from keras.models import load_model
from tkinter import *
import tkinter as tk
import win32gui
from PIL import ImageGrab, Image
import numpy as np
model = load_model('mnist.h5')
def predict_digit(img):
    #resize image to 28x28 pixels
    img = img.resize((28,28))
    #convert rgb to grayscale
    img = img.convert('L')
    img = np.array(img)
    #reshaping to support our model input and normalizing
    img = img.reshape(1,28,28,1)
    img = img/255.0
    #predicting the class
    res = model.predict([img])[0]
    return np.argmax(res), max(res)
class App(tk.Tk):
    def __init__(self):
        tk.Tk.__init__(self)
        self.x = self.y = 0
        # Creating elements
        self.canvas = tk.Canvas(self, width=300, height=300, bg = "white", cursor="cross")
        self.label = tk.Label(self, text="Thinking..", font=("Helvetica", 48))
```

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self.classify_btn = tk.Button(self, text = "Recognise", command = self.classify_handwriting)
self.button_clear = tk.Button(self, text = "Clear", command = self.clear_all)

# Grid structure
self.canvas.grid(row=0, column=0, pady=2, sticky=W, )
self.label.grid(row=0, column=1, pady=2, padx=2)
self.classify_btn.grid(row=1, column=1, pady=2, padx=2)
self.button_clear.grid(row=1, column=0, pady=2)

self.canvas.bind("<Motion>", self.start_pos)
self.canvas.bind("<B1-Motion>", self.draw_lines)

def clear_all(self):
    self.canvas.delete("all")

def classify_handwriting(self):
    HWND = self.canvas.winfo_id() # get the handle of the canvas
    rect = win32gui.GetWindowRect(HWND) # get the coordinate of the canvas
    im = ImageGrab.grab(rect)
    digit, acc = predict_digit(im)
    self.label.configure(text= str(digit)+' ', '+ str(int(acc*100))+'%')

def draw_lines(self, event):
    self.x = event.x
    self.y = event.y
    r=8
    self.canvas.create_oval(self.x-r, self.y-r, self.x + r, self.y + r, fill='black')

app = App()
mainloop()

```

Output

