## 1. Introduktion

Algorithms are created to process difficult math problems faster than a human could. The aim of this project is to create three different algorithms that will transform handwritten numbers into information that a computer could understand. And to choose which of these algorithms are better in day to day use.

## 2. Metod

### 2.1 Närmaste granne

### 2.2 Närmaste medelsiffra

### 2.3 Projektion

## 3. Resultat

## 4. Diskussion

## 5. Källor

Handlednings frågor:

1. Vad ska vara i resultat-delen? Jämförelse mellan algoritmer i diskussion

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