Hello this is the screencast for our project, the implementation of a rubiks cube solver using the Firebird V. These are our team muembers. What I am going to do is run you through the various installations you need to run our program. So what you see here is the program we have used for image processing and for solving the cube. As you can see right here, we have included openCV libraries for image processing. So let me run you through the method we used for openCV installation. OpenCV installation on Windows is a huge pain, so instead I am going to run you through the tutorial that we used and the steps involved in it. The link for the tutorial has now been highlighted. We install minGW and integrate it with the regular CodeBlocks. We then install openCV, the links for all of these have been adequately provided. We hope this will be more than satisfactory considering that openCV installation on Windows is a long process. We have also included a library for Bitmap images, here is the link for that which I have highlighted again. This is the link for us to download this library. We can save the install and run through the instructions that follow. As far as execution of our code is considered, I can show right here, the video that we have uploaded with detailed instructions for how that happens. Here is a sample of that where we show you how we actually take the images for image processing and right here is how the images are stored within the system. As you can see here, they are stored face wise, colour wise which helps us recreate the cube digitally in the form of an array and once we feed that into the solving algorithm, which I have shown here, it is executed in the following steps using the bots mechanism. So here we have explained how the execution basically takes place. So that is basically it and I hope you have enjoyed this screen cast. Thank you.