

Sign Language Avatar

- **Function: Translating audio and text into sign language videos**
- **Implementation: Using LLM to reorder the text and combining words into video**

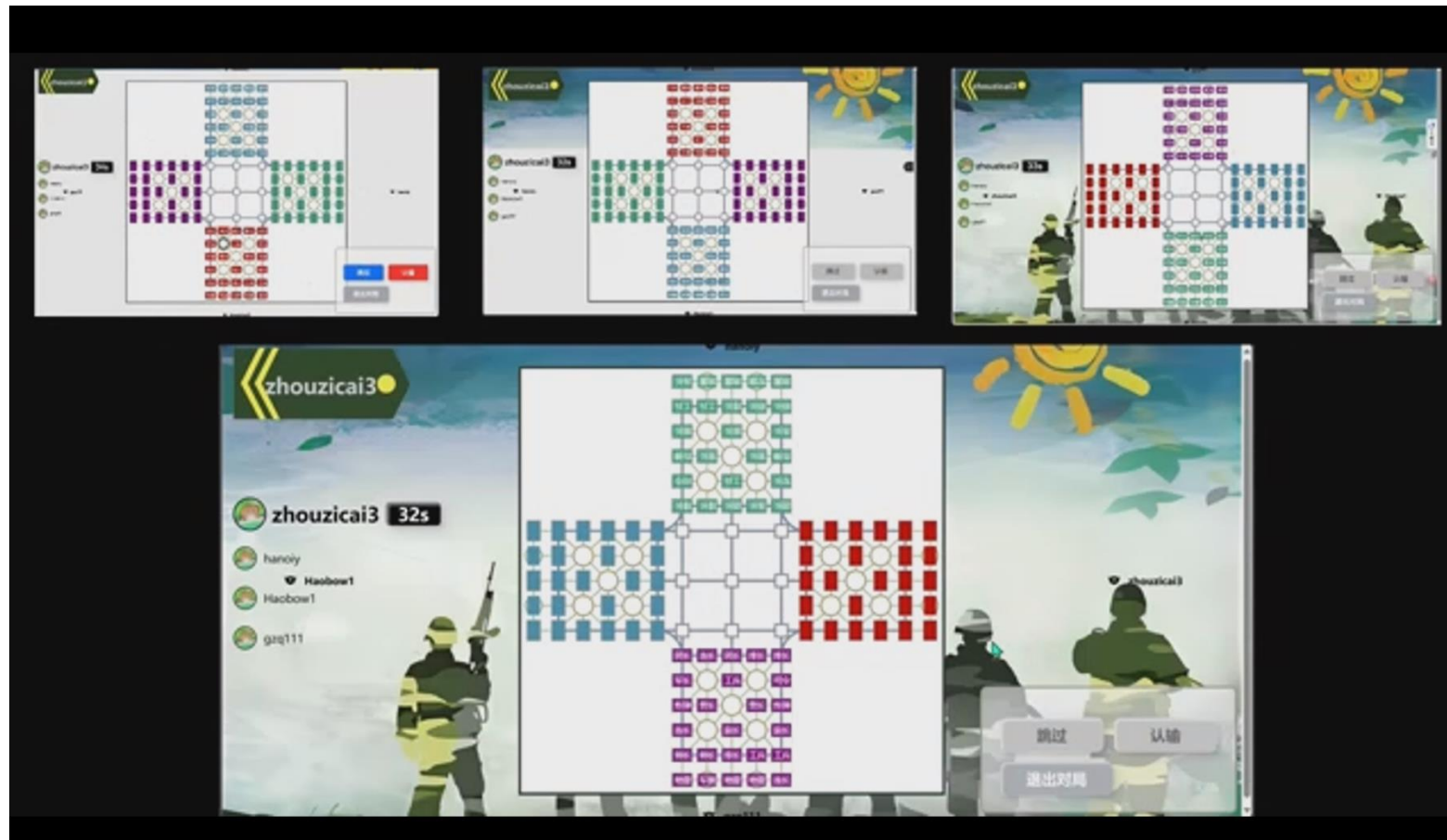
Click the image to go to the YouTube video (<https://youtu.be/sbASqB8-GnE>)



Four Country Military Chess

- **Function:** Four players play chess online
- **Implementation:** Using JavaScript to enforce the game rules, display game interface

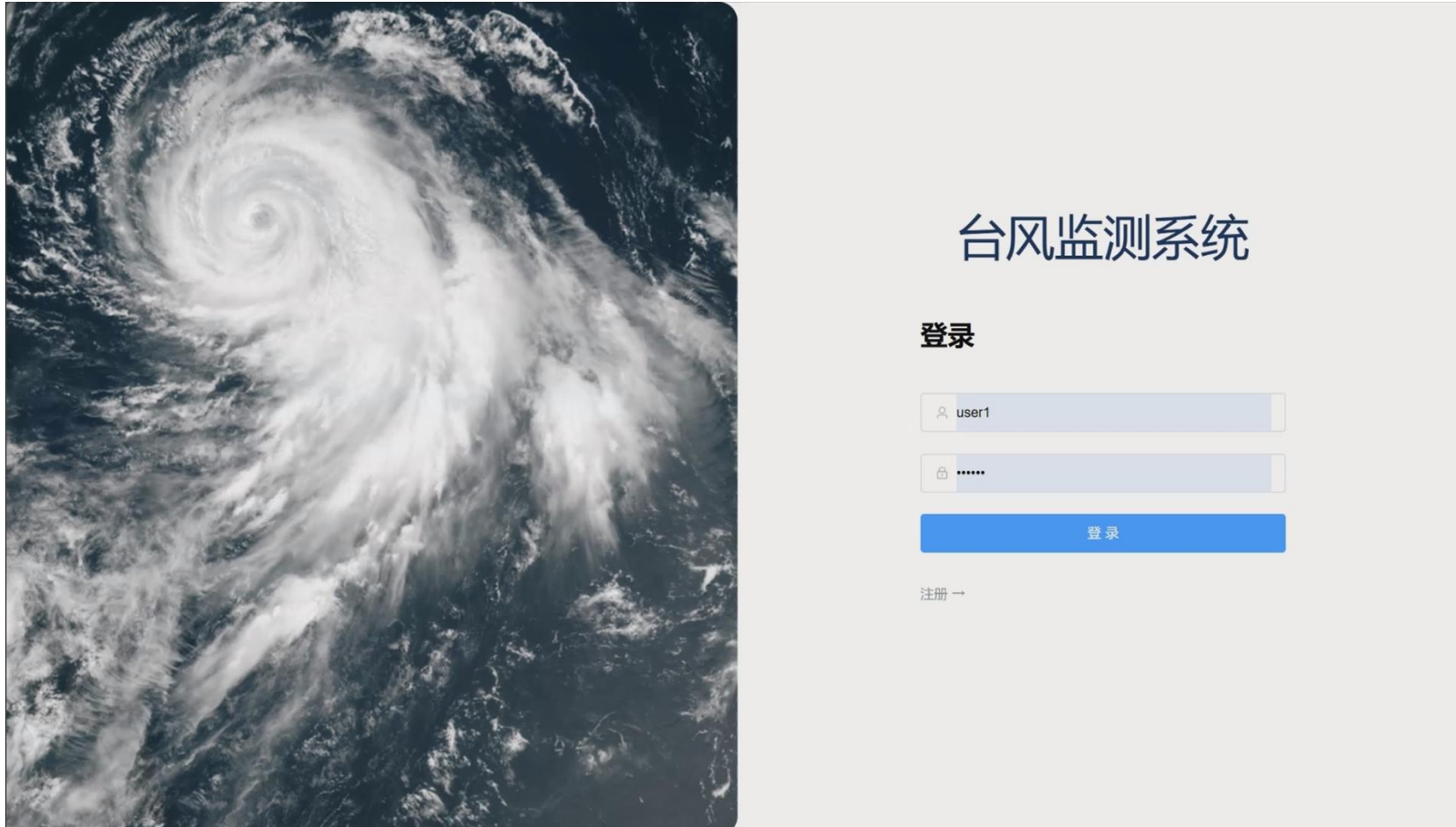
Click the image to go to the YouTube video (<https://youtu.be/qpswkVIAR0g>)



Typhoon monitoring system

- **Function: Display historical typhoon information and query typhoon in real time**
- **Implementation: Through Vue+Springboot+Mysql to achieve the front and back end**

Click the image to go to the YouTube video (<https://youtu.be/PAmSHIV8xQ0>)



C-like language compiler

- **Function: A compiler for C-like languages**
- **Implementation: Using Python to implement Lexical analysis and Syntax analysis**

Click the image to go to the YouTube video (<https://youtu.be/j-0mRrpPSAA>)

| | 类型 | 值 | 位置 | |
|----|------------|---------|---------|------|
| 1 | int | int | (0, 1) | 输入代码 |
| 2 | IDENTIFIER | program | (0, 5) | |
| 3 | (| (| (0, 12) | |
| 4 | int | int | (0, 13) | |
| 5 | IDENTIFIER | a | (0, 17) | |
| 6 | , | , | (0, 18) | |
| 7 | int | int | (0, 19) | 词法分析 |
| 8 | IDENTIFIER | b | (0, 23) | |
| 9 | , | , | (0, 24) | 语法分析 |
| 10 | int | int | (0, 25) | |
| 11 | IDENTIFIER | c | (0, 29) | 中间代码 |
| 12 |) |) | (0, 30) | |
| 13 | { | { | (1, 1) | 目标代码 |
| 14 | int | int | (2, 1) | |
| 15 | IDENTIFIER | i | (2, 5) | |
| 16 | ; | ; | (2, 6) | |
| 17 | int | int | (3, 1) | |
| 18 | IDENTIFIER | i | (3, 5) | |

Gesture control system

- **Function: Using gesture to control operating system**
- **Implementation: Using Python and JavaScript to implement algorithms and layout**

Click the image to go to the YouTube video (<https://youtu.be/06cWRosGIJM>)



Sudoku

- **Function: Automatic sudoku solution**
- **Implementation: Using C++ to Display Sudoku interface and design auto solution**

Click the image to go to the YouTube video (<https://youtu.be/cVn1qhCFmJM>)

全屏

| | a | b | c | d | e | f | g | h | i |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 5 | 6 | 7 | 4 | 0 | 0 | 3 | 1 | 2 |
| 2 | 1 | 0 | 4 | 7 | 6 | 0 | 8 | 5 | 0 |
| 3 | 0 | 0 | 0 | 0 | 2 | 0 | 0 | 7 | 6 |
| 4 | 7 | 9 | 2 | 0 | 8 | 5 | 0 | 0 | 1 |
| 5 | 6 | 0 | 0 | 0 | 7 | 0 | 5 | 0 | 3 |
| 6 | 3 | 0 | 5 | 6 | 0 | 0 | 0 | 0 | 0 |
| 7 | 2 | 8 | 0 | 0 | 3 | 7 | 9 | 0 | 0 |
| 8 | 4 | 7 | 6 | 0 | 0 | 9 | 1 | 3 | 0 |
| 9 | 0 | 0 | 3 | 0 | 1 | 0 | 0 | 2 | 0 |

数独样本文件

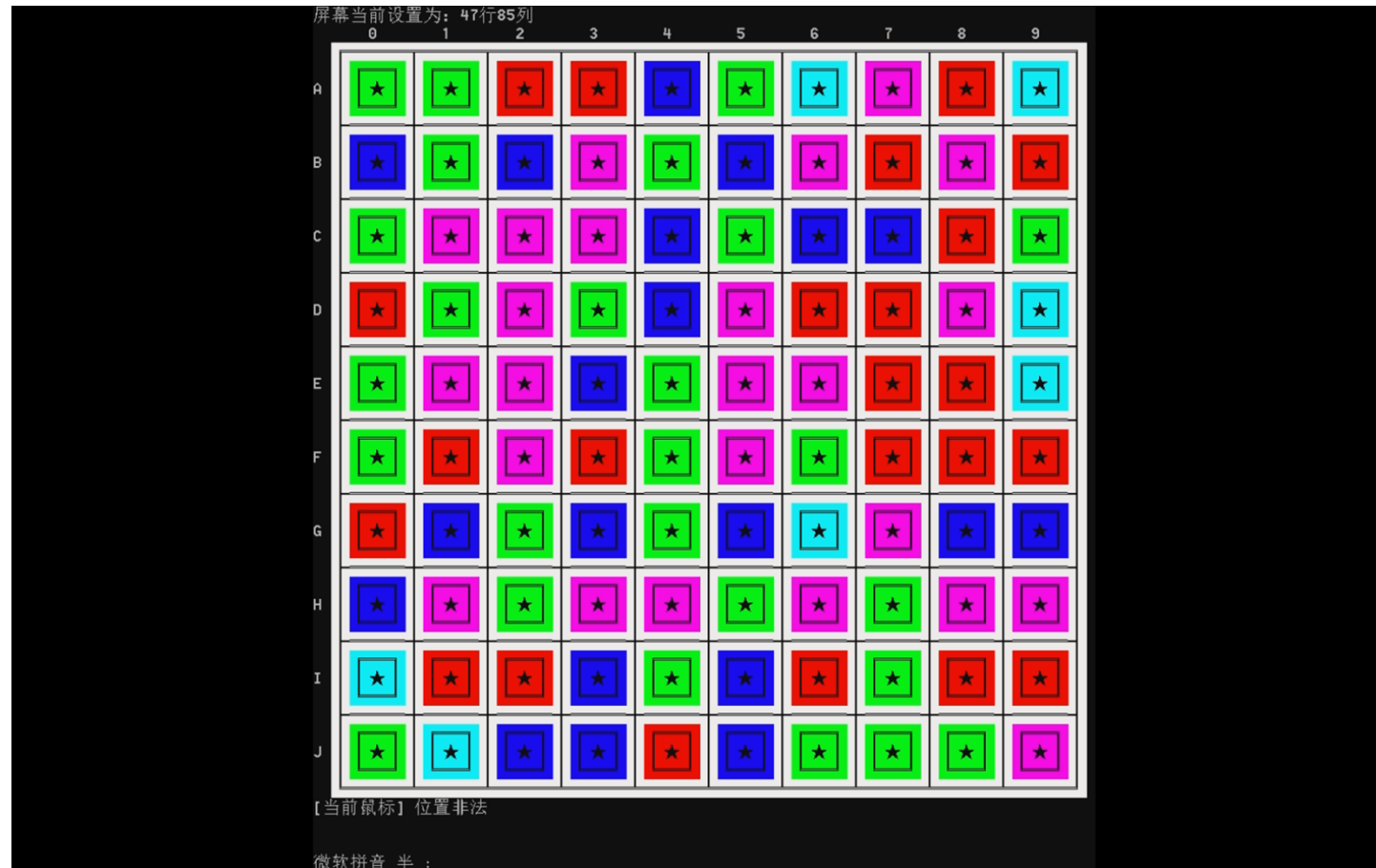
- sudoku-2.txt
- sudoku-3.txt
- sudoku-4.txt
- sudoku-auto.txt
- sudoku-dead.txt
- sudoku-err.txt
- sudoku-hard1.txt
- sudoku-hard2.txt

搜索次数: 2

Killing the Stars

- **Function:** The goal of the game is to kill all the stars
- **Implementation:** Using C++ to Display interface and design game rules

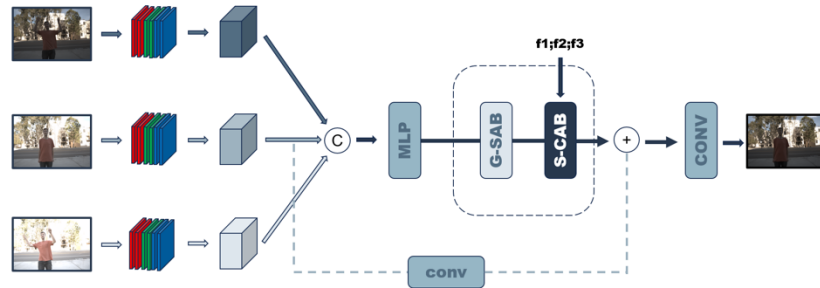
Click the image to go to the YouTube video (<https://youtube.com/shorts/80frr-D360A>)



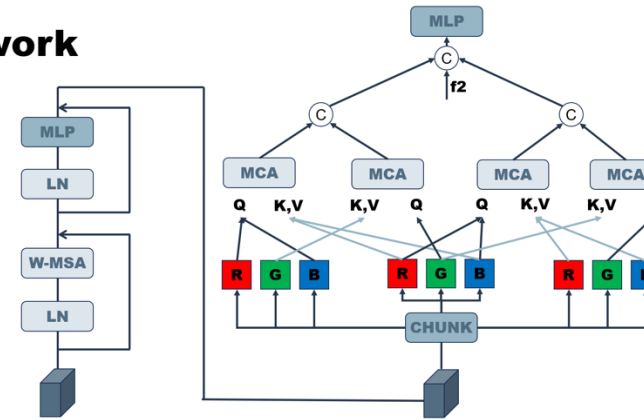
HDR Reconstruction

- **Function: Using cross-attention framework to improve HDR reconstruction**
- **Implementation: Using Python to implement framework**

framework



framework



result



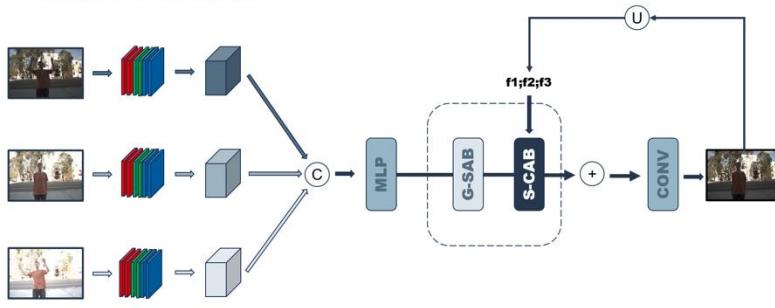
result

| | PSNR- μ | PSNR-l | SSIM- μ | SSIM-l |
|--------------|---------------------|-------------------|-------------------|-------------------|
| SCTNet | 43.0430 | 41.9196 | 0.9911 | 0.9882 |
| SCTNet+color | 42.9838 | 42.0777 | 0.9912 | 0.9883 |
| | $\downarrow 0.0592$ | $\uparrow 0.1581$ | $\uparrow 0.0001$ | $\uparrow 0.0001$ |

HDR Reconstruction

- **Function: Using HQS to improve HDR reconstruction**
- **Implementation: Using Python to implement framework**

framework



result

| | PSNR- μ | PSNR- l | SSIM- μ | SSIM- l |
|--------------|-------------|-----------|-------------|-----------|
| SCTNet | 43.0430 | 41.9196 | 0.9911 | 0.9882 |
| SCTNet+color | 42.9838 | 42.0777 | 0.9912 | 0.9883 |
| | ↓0.0592 | ↑0.1581 | ↑0.0001 | ↑0.0001 |
| SCTNet+HQS | 43.1814 | 41.7149 | 0.9913 | 0.9884 |
| | ↑0.1384 | ↓0.2047 | ↑0.0002 | ↑0.0002 |

result

