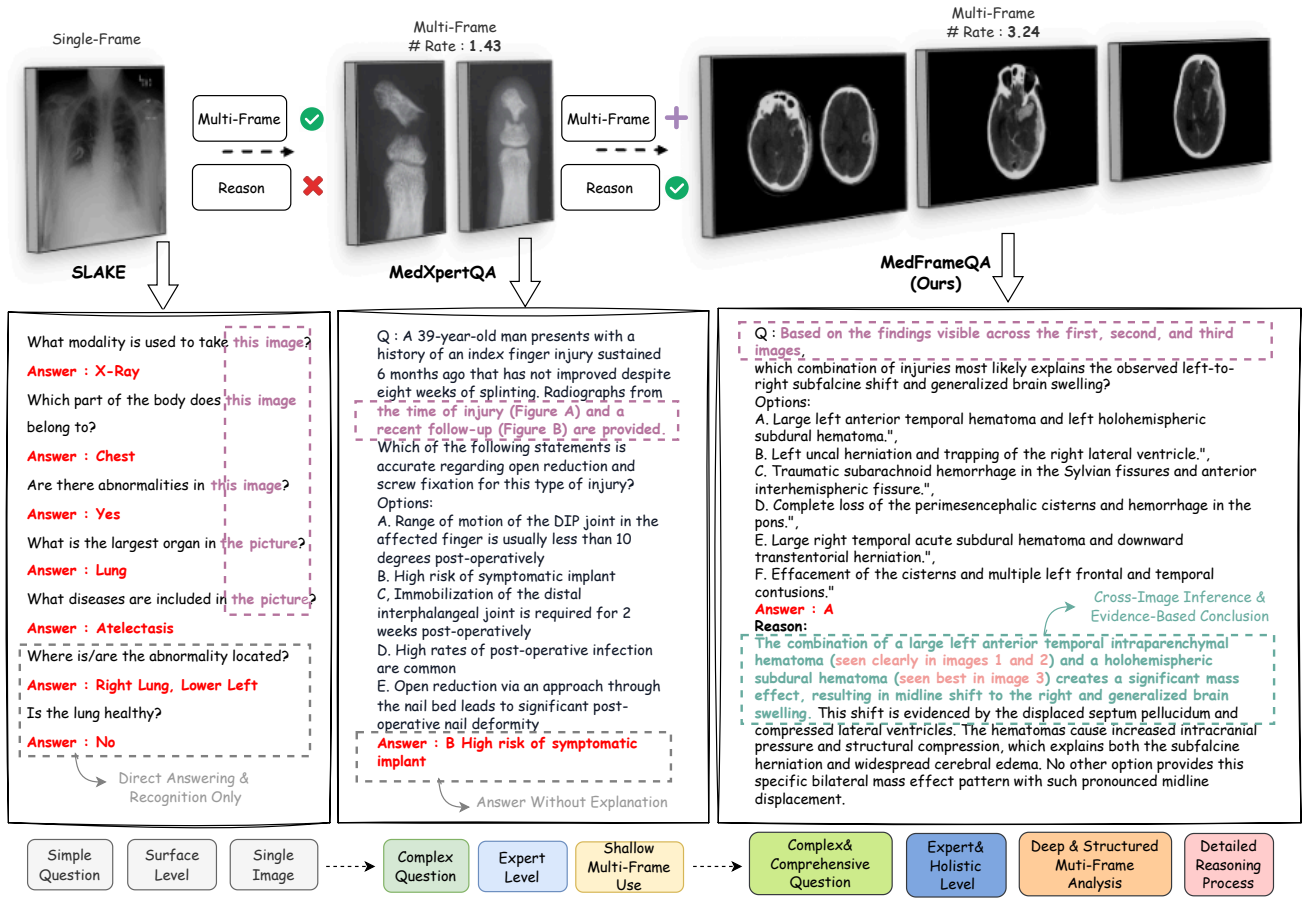
MedFrameQA

- **A multi-image medical VQA benchmark for clinical reasoning with 2,851 VQA items**

Click the link to go to the paper (https://arxiv.org/abs/2505.16964)



Sign Language Avatar

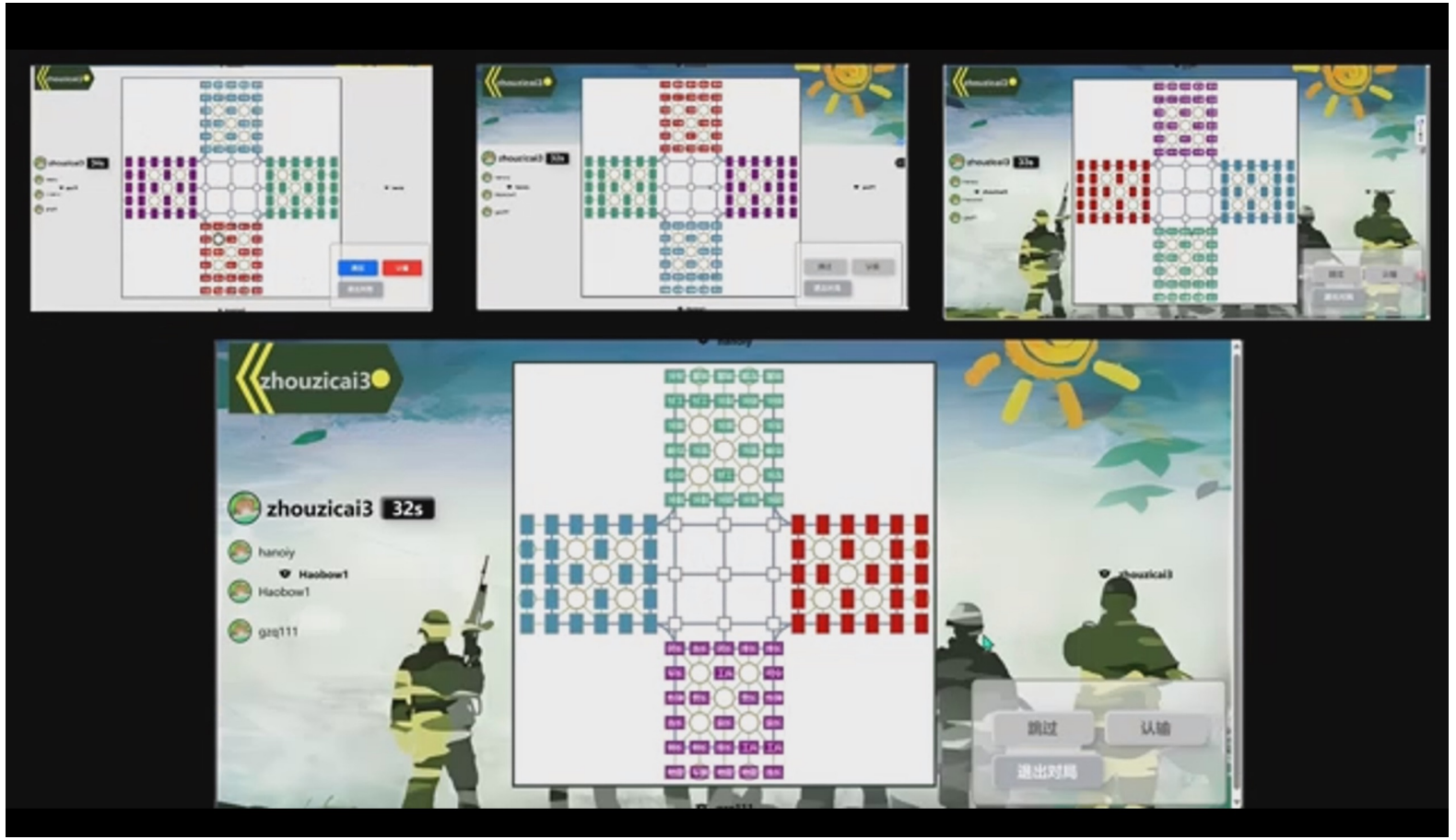
- **Function: Translating audio and text into sign language videos**
- **Implementation: Using LLM to reorder the text and combining words into video**

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**

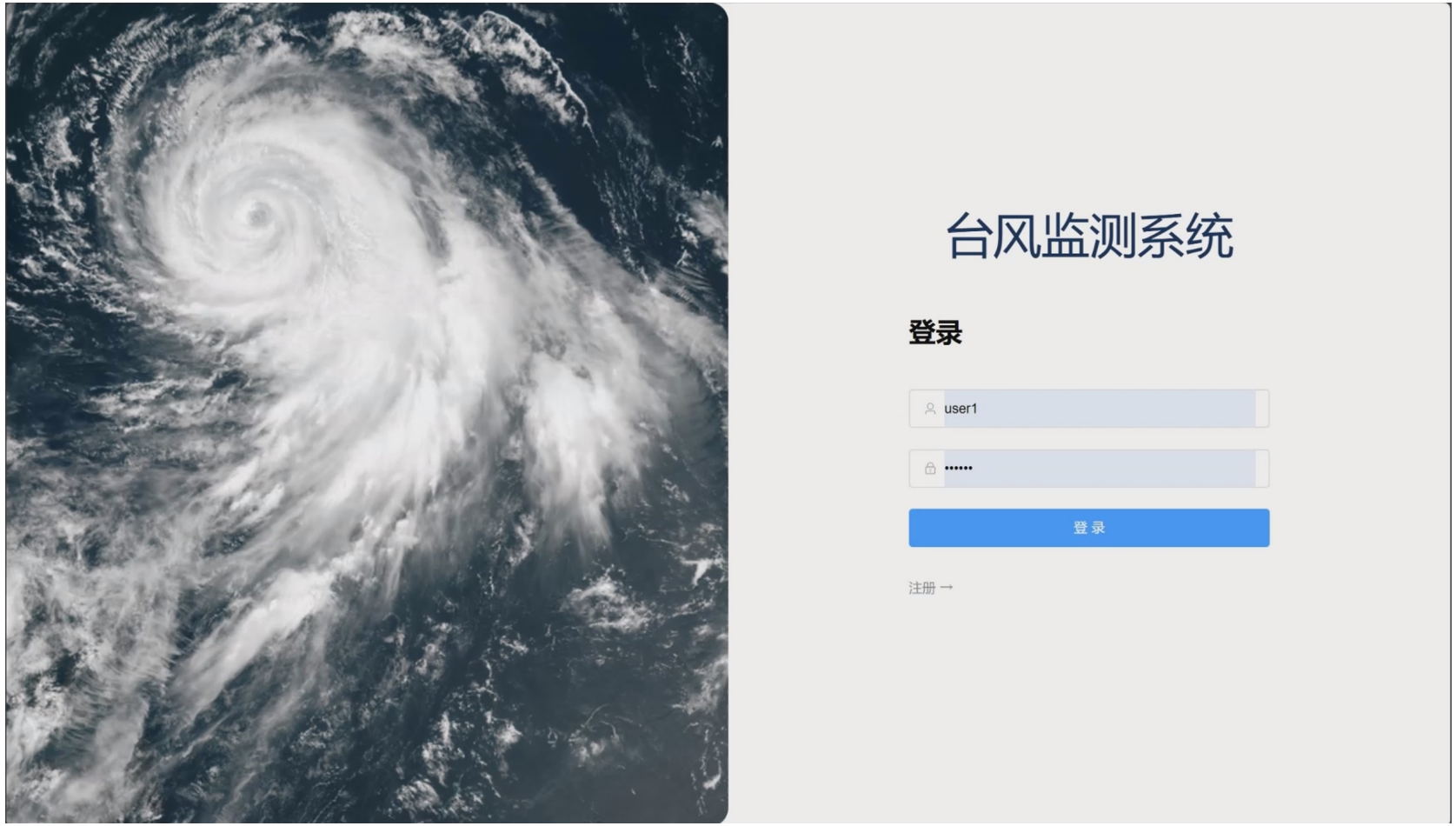
Click the image to go to the YouTube video (https://youtu.be/qpswkVIAR0g)



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**

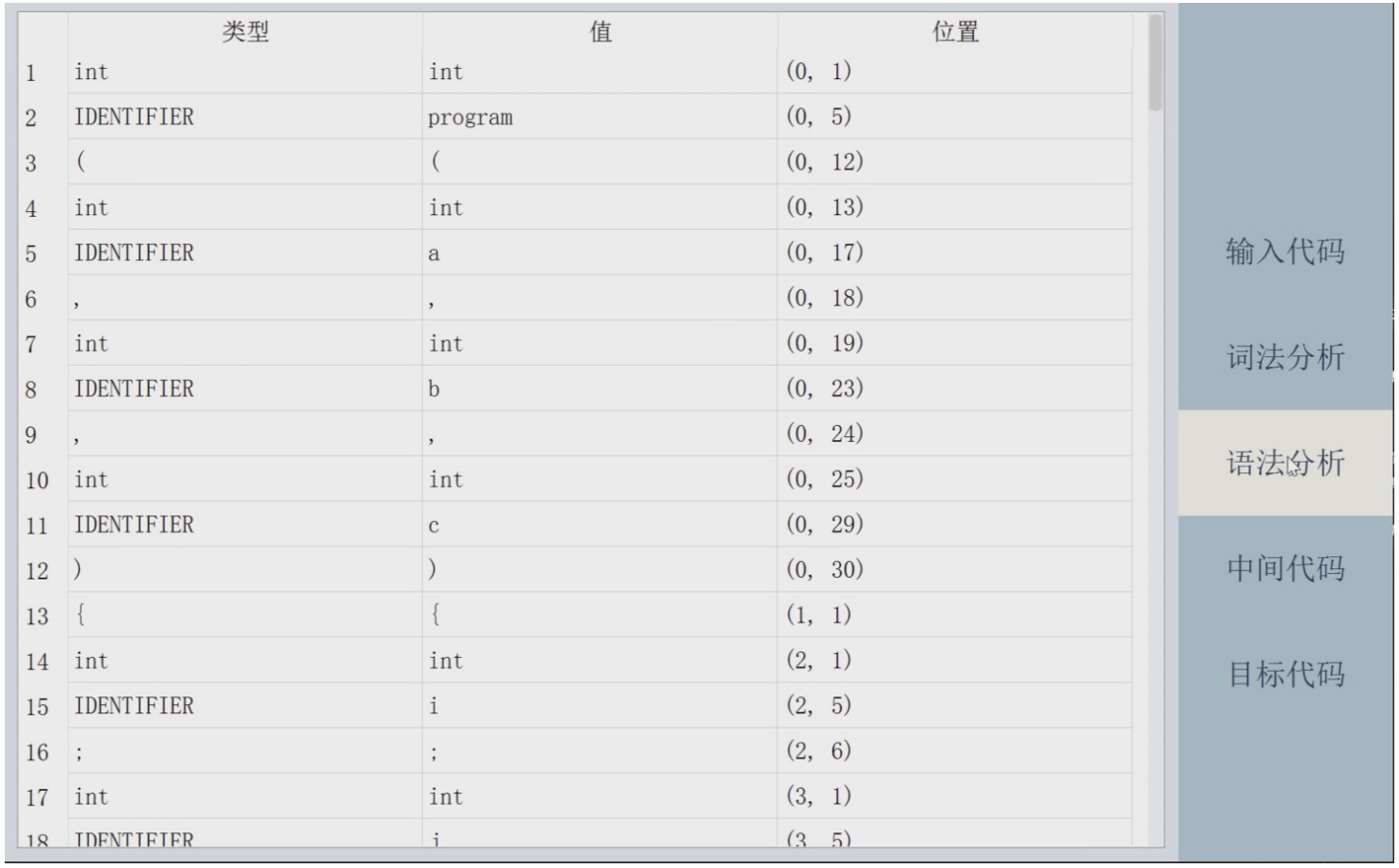
Click the image to go to the YouTube video (https://youtu.be/PAmsHlV8xQ0)



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)
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)
8	IDENTIFIER	b	(0, 23)
9	,	,	(0, 24)
10	int	int	(0, 25)
11	IDENTIFIER	c	(0, 29)
12	)	)	(0, 30)
13	{	{	(1, 1)
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

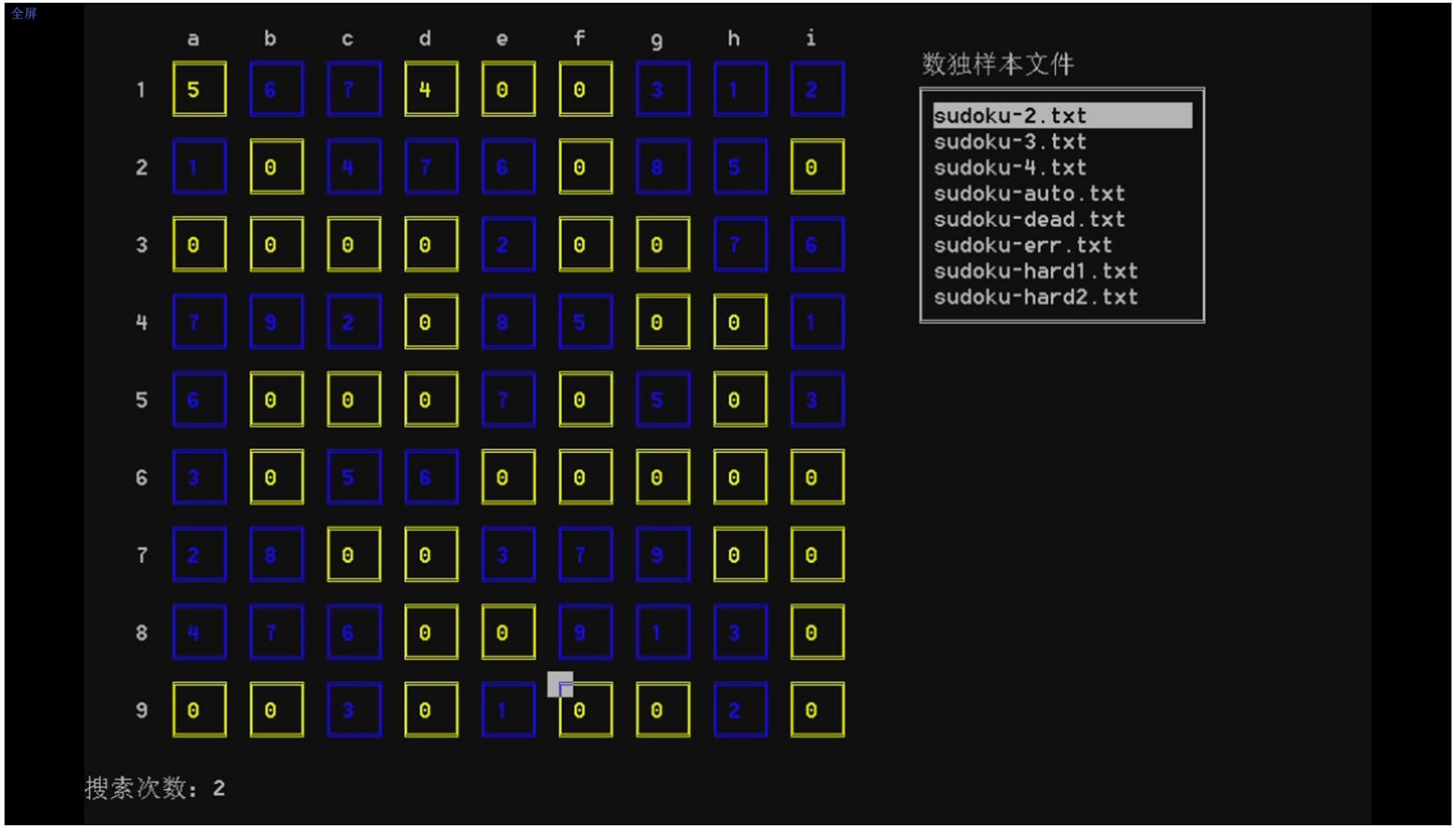
- **Function: Using gesture to control operating system**
- **Implementation: Using Python and JavaScript to implement algorithms and layout**

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**

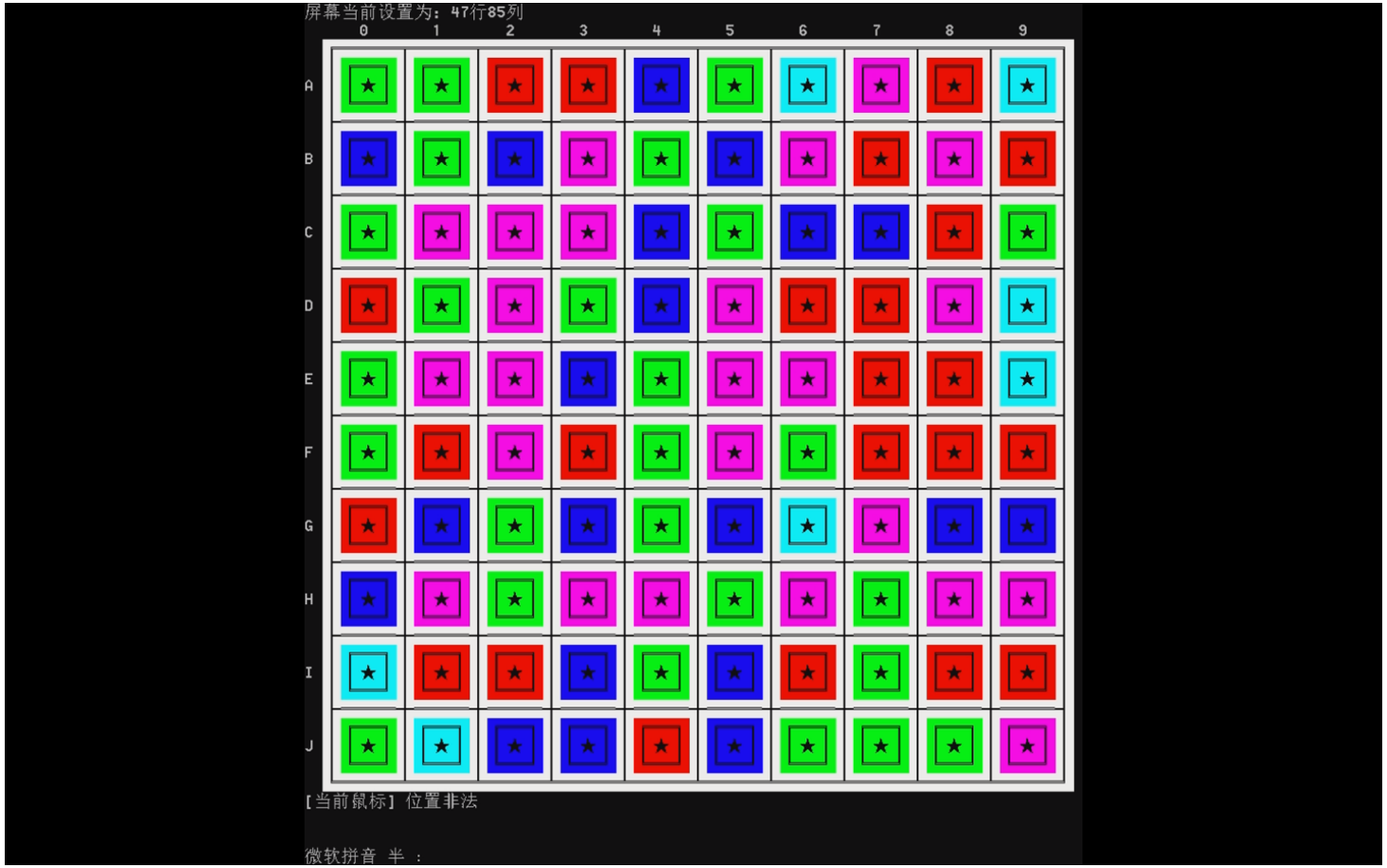
Click the image to go to the YouTube video (https://youtu.be/cVn1qhCFmJM)



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**

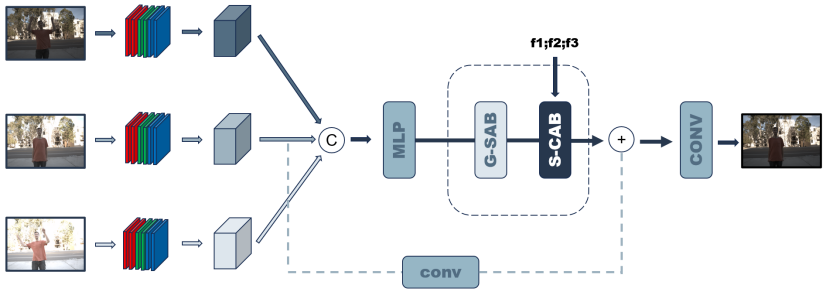
Click the image to go to the YouTube video (https://youtube.com/shorts/80frr-D360A)



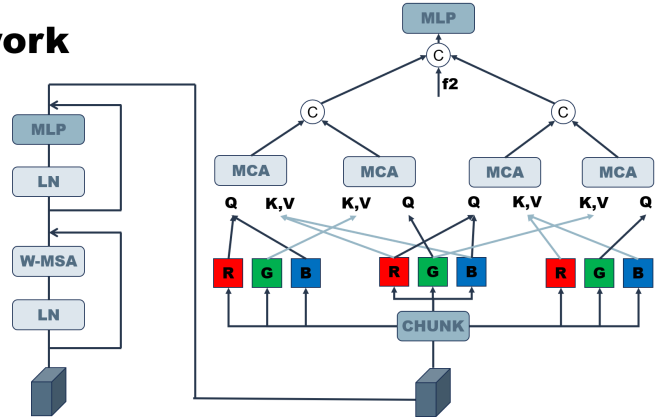
HDR Reconstruction

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

framework



framework



result

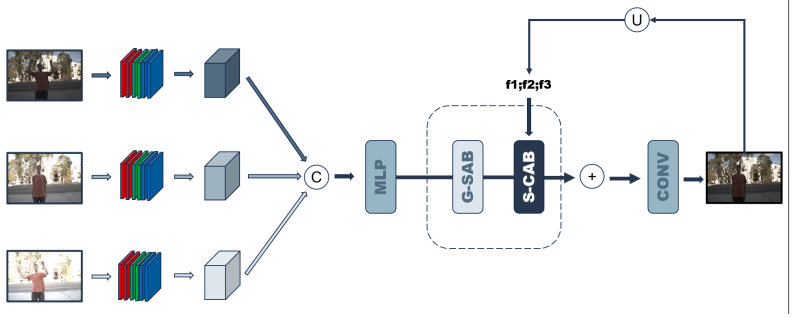
result

	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
	↓0.0592	↑0.1581	↑0.0001	↑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