

GUI projects

Creating Self-Ordering applications to sell **Coffee, Drinks, and Tea**

Those GUI applications are written for the KIOSK Machine as bellow images:

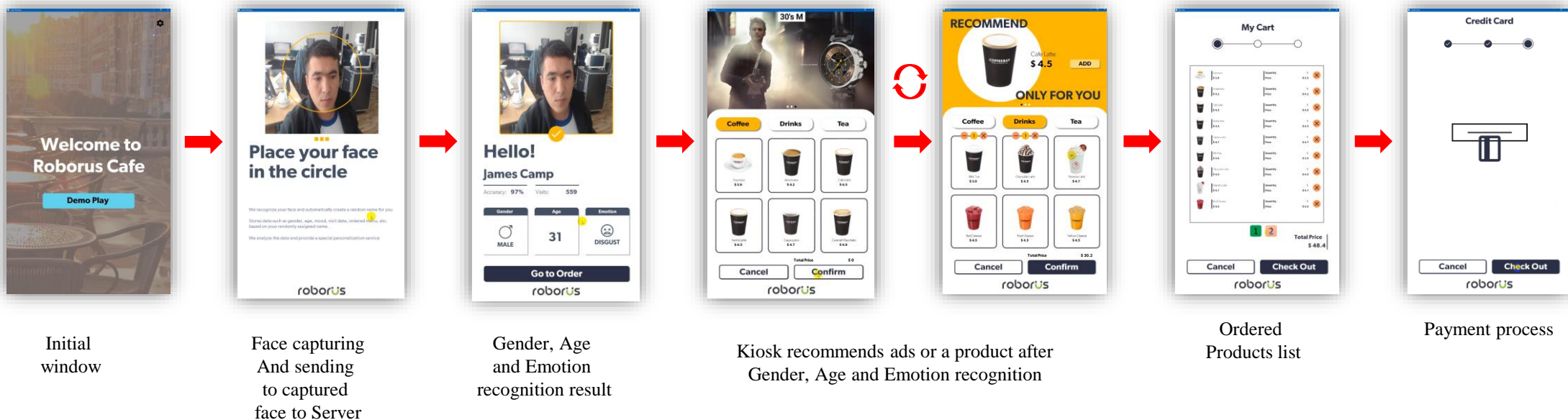
Using C++ with Openframeworks



UI projects

I have created two types of self-ordering applications. The first type of application has a face capturing window. It is very interesting for customers. Because, Kiosk recommends a product and ads after recognizing **Gender, Age, and Emotion**

Following images are **steps** of the first type of self-ordering application



Please watch the videos on the next page, then you totally understand the working process of this application

Please enter to download video for knowing how **Self-Ordering Application** works :

Video link : https://github.com/aavuzb/project_videos/raw/main/Self-Ordering%20Application%201.mp4

Self-ordering application after Gender, Age, and Emotion recognition

GUI projects

The second type of application has no Gender, Age, and Emotion recognition part. Customers can order without Face capturing.

Following images are **steps** of the second type of self-ordering application



Please watch the videos on the next page, then you totally understand the working process of this application

Self-ordering application without face capturing

Please enter to download video for knowing how **Self-Ordering Application 2** works :

Video link : https://github.com/aavuzb/project_videos/raw/main/Self-Ordering%20Application%202.mp4

Similar to the second type of self-ordering application.
However, the design is different from the previous one.

Please enter to download video for knowing how **Self-Ordering Application 3** works :

Video link : https://github.com/aavuzb/project_videos/raw/main/Self-Ordering%20Application%203.mp4