ACKNOWLEDGEMENT

It was a great experience to develop **"Your project title"**. Many people helped us for this project,those must be appreciated.

We are profoundly grateful to **Prof.guide name** for her expert guidance and continuous encouragement throughout to see that this project achieves its target since its commencement to its completion.

We would like to express deepest appreciation towards **principal , Principal college city, Prof.HOD name, Head Of Department name and Prof.coordinator name (Project Coordinator)** whose invaluable guidance supported us in completing this project. At last we must express our sincere heartfelt gratitude to all the staff members of Department name who helped us directly or indirectly during this course of work.

Student name1
Student name2
Student name3

Abstract

YOUR ABSTRACT

Keywords some keywords, other keywords

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Chapter 1

Introduction

Intro to your project. Remember, first line of paragraph should not be indented
From immediate next paragraph, use indent.

1.1 Motivation

ABC DEF...

1.2 Background

Why you implemented your system, describe in informal words.

1.3 The Concept

Your project concept in informal, concise words
Example of bullet list

- item1
- item2
- item3

Chapter 2

Literature Survey

2.1 paper 1

adding cross references (see Figure **??**)

Figure 1: caption appear below the image

Chapter 3

Proposed System

YOUR sections, according to your project

Chapter 4

Research Methodology

Adding equation, Example:
RGB to HSV conversion formula is as follows[**?**].
R, G, B are values of pixel

$$R' = R/255$$
$$G' = G/255$$
$$B' = B/255$$

$$Cmax = max(R', G', B')$$
$$Cmin = min(R', G', B')$$

$$\Delta = Cmax - Cmin$$

Hue calculation

$$H = \begin{cases} 60° \times \left(\frac{G'-B'}{\Delta} \mod 6\right) \text{ if Cmax=R'} \\ 60° \times \left(\frac{B'-R'}{\Delta} + 2\right) \text{ if Cmax=G'} \\ 60° \times \left(\frac{R'-G'}{\Delta} + 4\right) \text{ if Cmax=B'} \end{cases} \tag{4.1}$$

Saturation calculation

$$S = \begin{cases} 0 & \text{if}\Delta\text{=0} \\ \frac{\Delta}{Cmax} & \text{if}\Delta \neq 0 \end{cases} \tag{4.2}$$

Value calculation

$$V = Cmax \tag{4.3}$$

Chapter 5

Designing

Contains, SRS, UML diagrams, ER,DFDs

example of table

Hardware requirements

Processor	**Intel® Core™2 Quad,Q8300, 2.50GHz**
Memory	**2048MB**
Camera	**Logitech c270 (3MP, 800x600 RGB @ 20 fps)**
Display device	**Dell 22" TFT-LCD Monitor**
Other	**othes**

5.0.1 System Architecture

an example of Block diagram

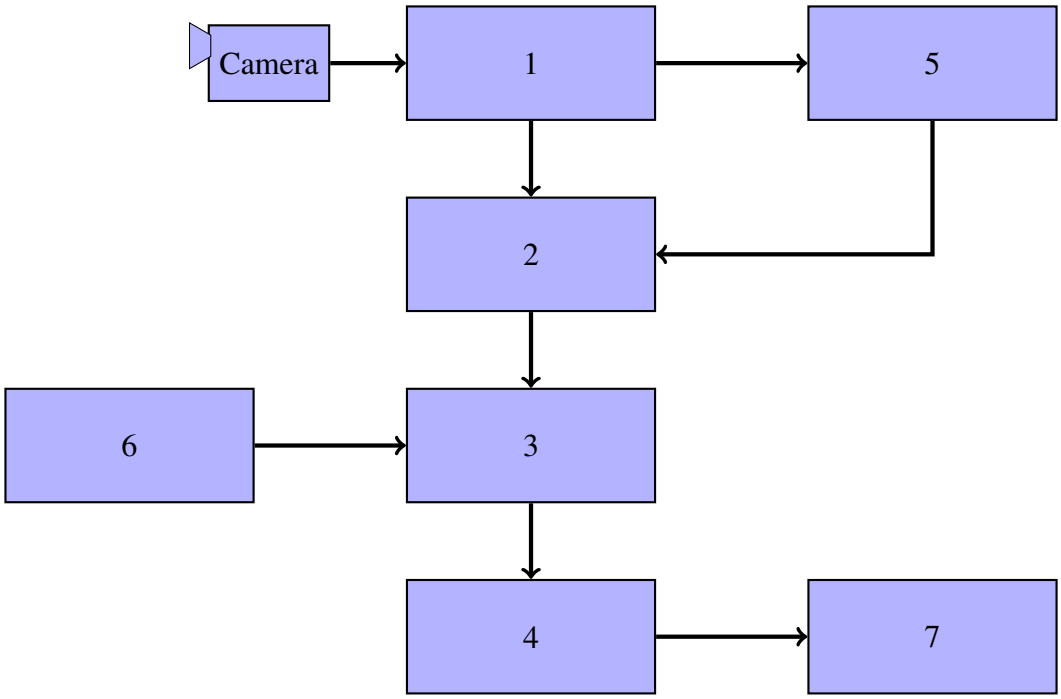

Figure 2: caption

5.1 ER Diagram, example of ER daigram

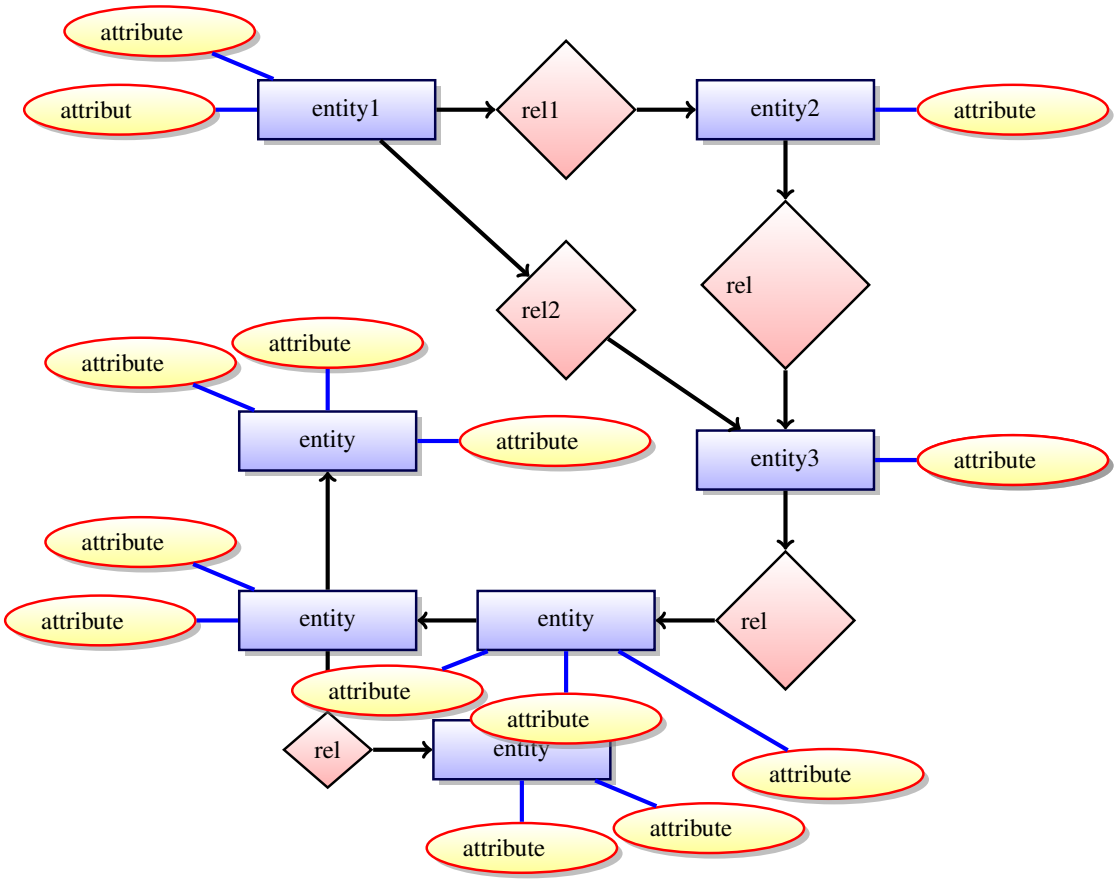

Figure 3: caption

5.2 Data Flow Diagram,example

5.2.1 Context level

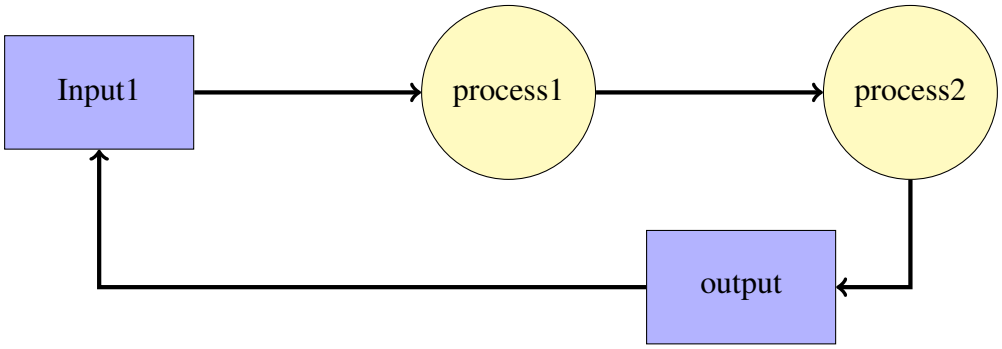

Figure 4: DFD: Context level

5.3 UML Modelling

5.3.1 Usecase diagram

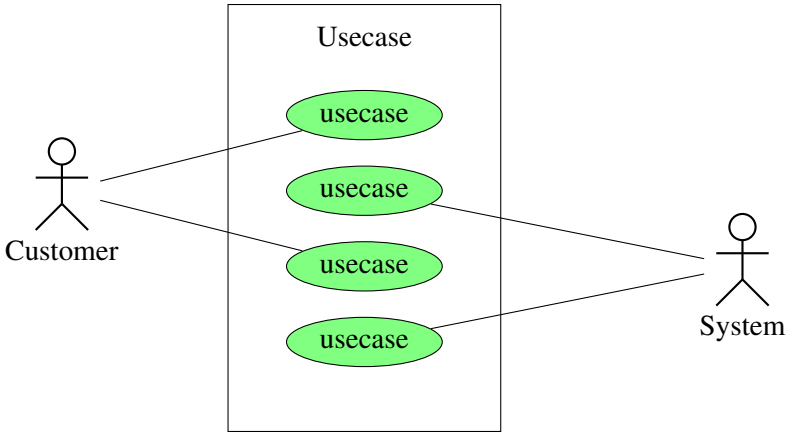

Figure 5: Usecase diagram

5.3.2 State transition digram

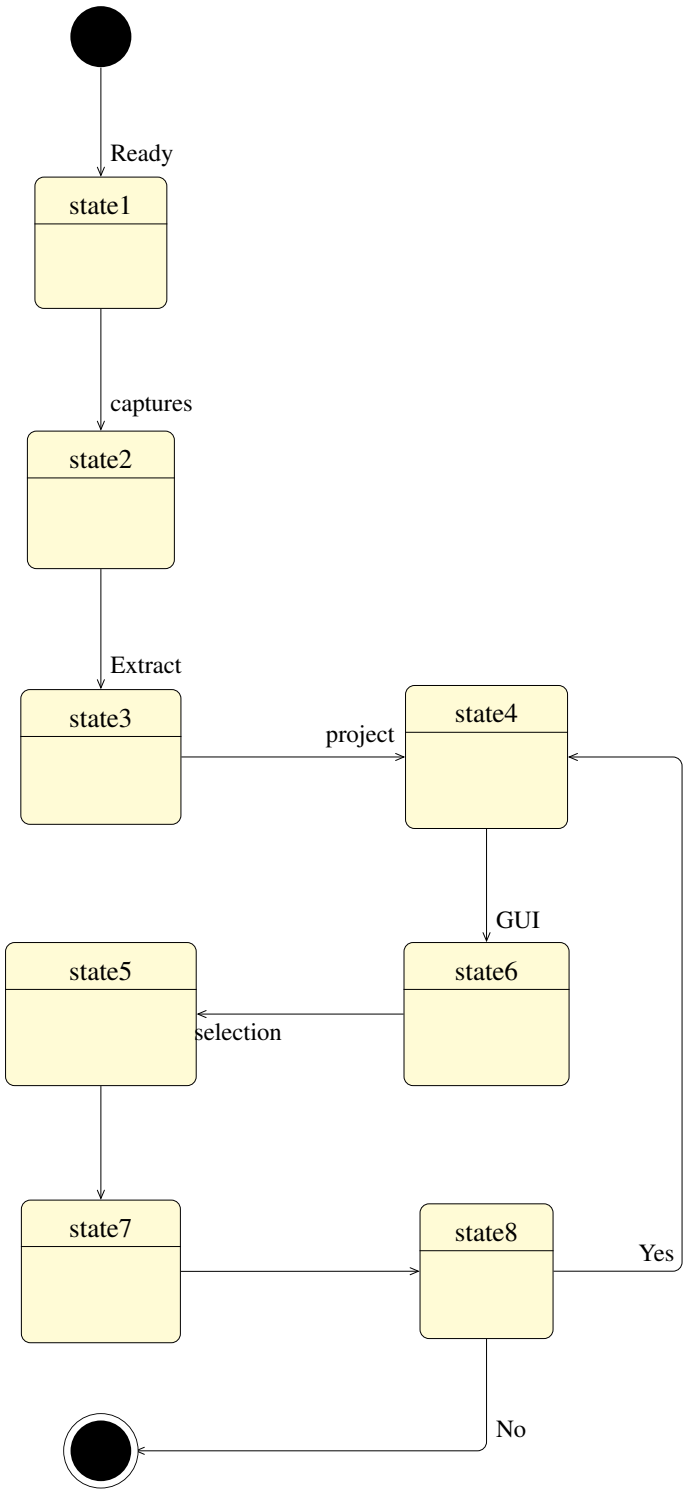

Figure 6: State diagram

5.3.3 Sequence diagram

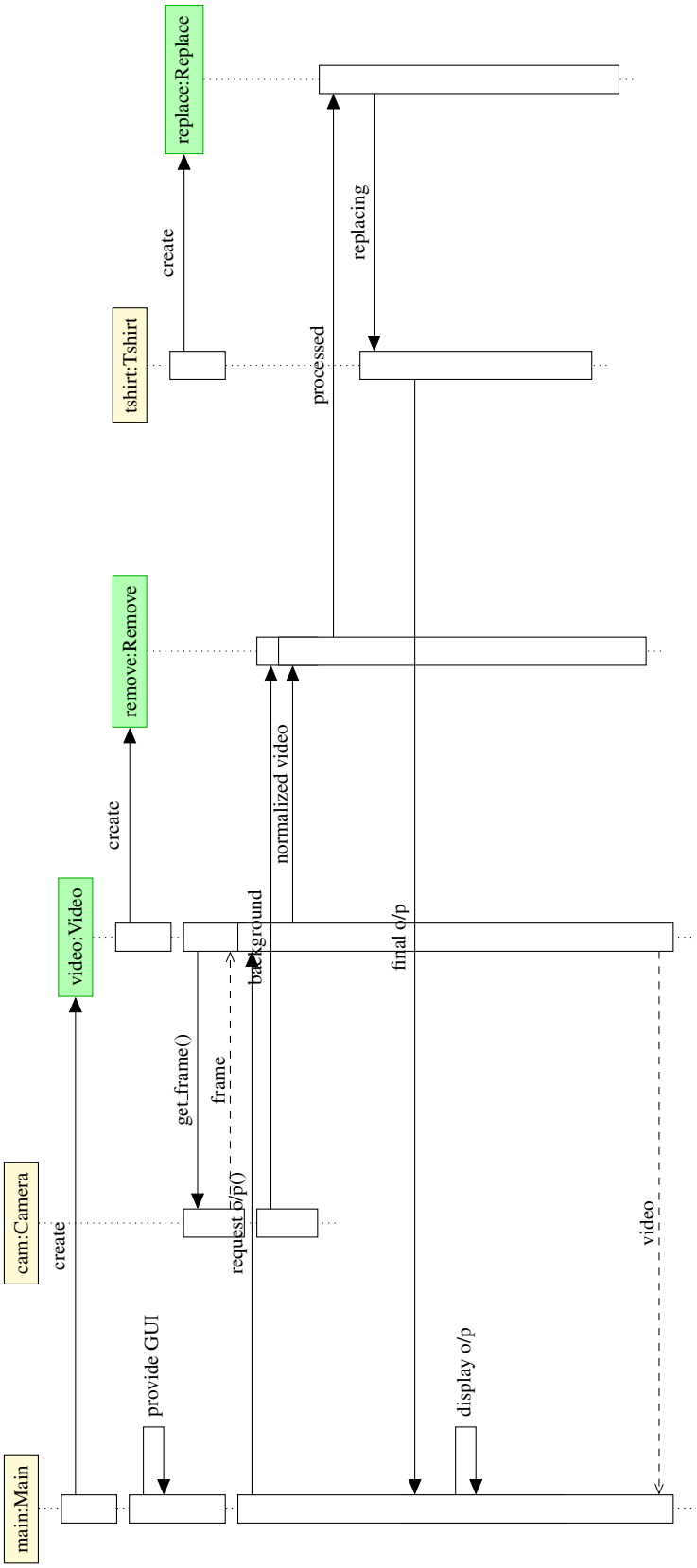

Figure 7: Sequence diagram

5.3.4 Component Diagram

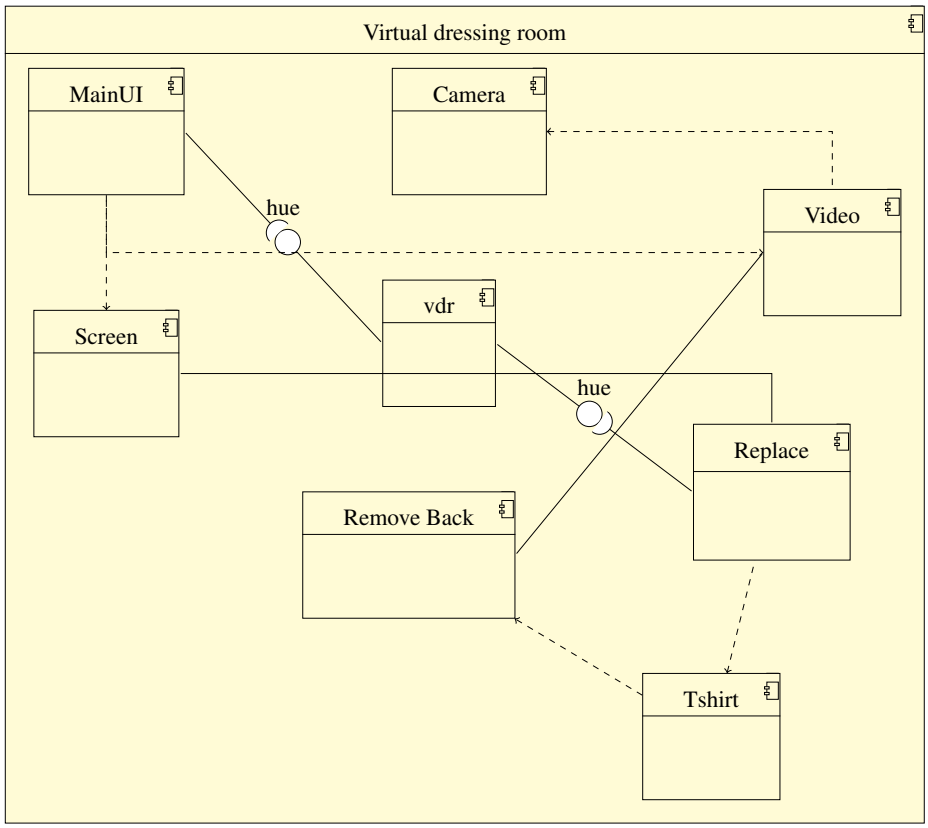

Figure 8: Component diagram

Chapter 6

Implementation

example of adding code snippet

```
<?xml version="1.0" encoding="UTF-8"?>
<interface>
  <requires lib="gtk+" version="2.24"/>
  <!-- interface-naming-policy project-wide -->
  <object class="GtkAboutDialog" id="about_dia">
    <property name="can_focus">False</property>
    <property name="border_width">5</property>
    <property name="title" translatable="yes">About VDR</property>
    <property name="modal">True</property>
    <property name="window_position">center</property>
    <property name="type_hint">dialog</property>
    <property name="transient_for">vdr_main</property>
    <property name="has_separator">True</property>
    <property name="program_name">Virtual Dressing Room</property>
    <property name="version">1.0</property>
    <property name="copyright" translatable="yes">Copyrights (c) 2013 GAP<
       /property>
    <property name="comments" translatable="yes">The Virtual Mirror
       application</property>
    <property name="license" translatable="yes">Virtual Dressing Room
    .
    .
    .
 <object class="GtkListStore" id="ls1">
    <columns>
      <!-- column-name col1 -->
      <column type="GdkPixbuf"/>
      <!-- column-name template -->
      <column type="gint"/>
    </columns>
  </object>
  <object class="GtkListStore" id="ls2">
    <columns>
      <!-- column-name col2 -->
      <column type="GdkPixbuf"/>
      <!-- column-name temp_no -->
      <column type="gint"/>
    </columns>
  </object>
  <object class="GtkWindow" id="vdr_main">
    <property name="can_focus">False</property>
```

```
40      <property name="title" translatable="yes">Virtual Dressing Room</
           property>
41      <property name="window_position">center</property>
42      <property name="skip_taskbar_hint">True</property>
43      <property name="gravity">center</property>
44      <property name="has_resize_grip">False</property>
45      <property name="mnemonics_visible">False</property>
46      <child>
47        <object class="GtkHBox" id="hbox1">
48          <property name="visible">True</property>
49          <property name="can_focus">False</property>
50          <property name="spacing">9</property>
51      .
52      .
53      .
54          <packing>
55              <property name="expand">True</property>
56              <property name="fill">True</property>
57              <property name="position">2</property>
58            </packing>
59          </child>
60        </object>
61      </child>
62    </object>
63  </interface>
```

ui.xml

This Glade XML file clearly shows different widget included in GUI. For example, from line number 38 to 45 describes the main windows properties, its title, position on screen,etc.

6.1 Analysis

Mathematical model

Let S be the system that takes input image and updates it with the selected template.
S=$\{I, O, F, Sc, Fc\}$
where,

I=Input

O=Ouput

T=Templates

Sc=Success case

Fc=Failure case

Dm=$\{Dm1, Dm2, ..., Dm_n | Dm_i$ is template applying function$\}$
Dg=$\{Dg1, Dg2, ..., Dg_n | Dg_i$ is updated image representation$\}$
Where,Dg_i=$\{$U$\}$ U=$\{U1, U2, ..., Un\}$ Where, U is updated frames.

$F1$: template updation()

$F1$:(Tm) Dgc

Tm selected template

Dgc updated image

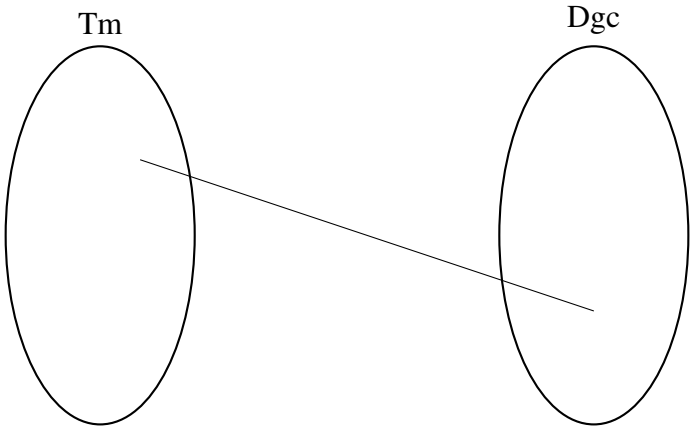

Figure 9: Venn diagram

SuccessCases: Sc=$\{Sc1 \wedge Sc2 \wedge Sc3 \wedge Sc4\}$

$Sc1$ Input frame generated correctly

$Sc2$ Template selected correctly

$Sc3$ Template applied successfully

$Sc4$ Output frame generated successfully

Failure Cases: Fc=$\{Fc1, Fc2, Fc3, Fc4\}$, O=ϕ

$Fc1$ Camera error

$Fc2$ template not selected successfully

$Fc3$ errors while applying template.

$Fc4$ output file not displayed .

6.2 Results

Chapter 7

Testing

7.1 Unit testing

7.2 integration testing

7.3 Acceptance testing

Chapter 8

Scheduling

Example of Gantt chart

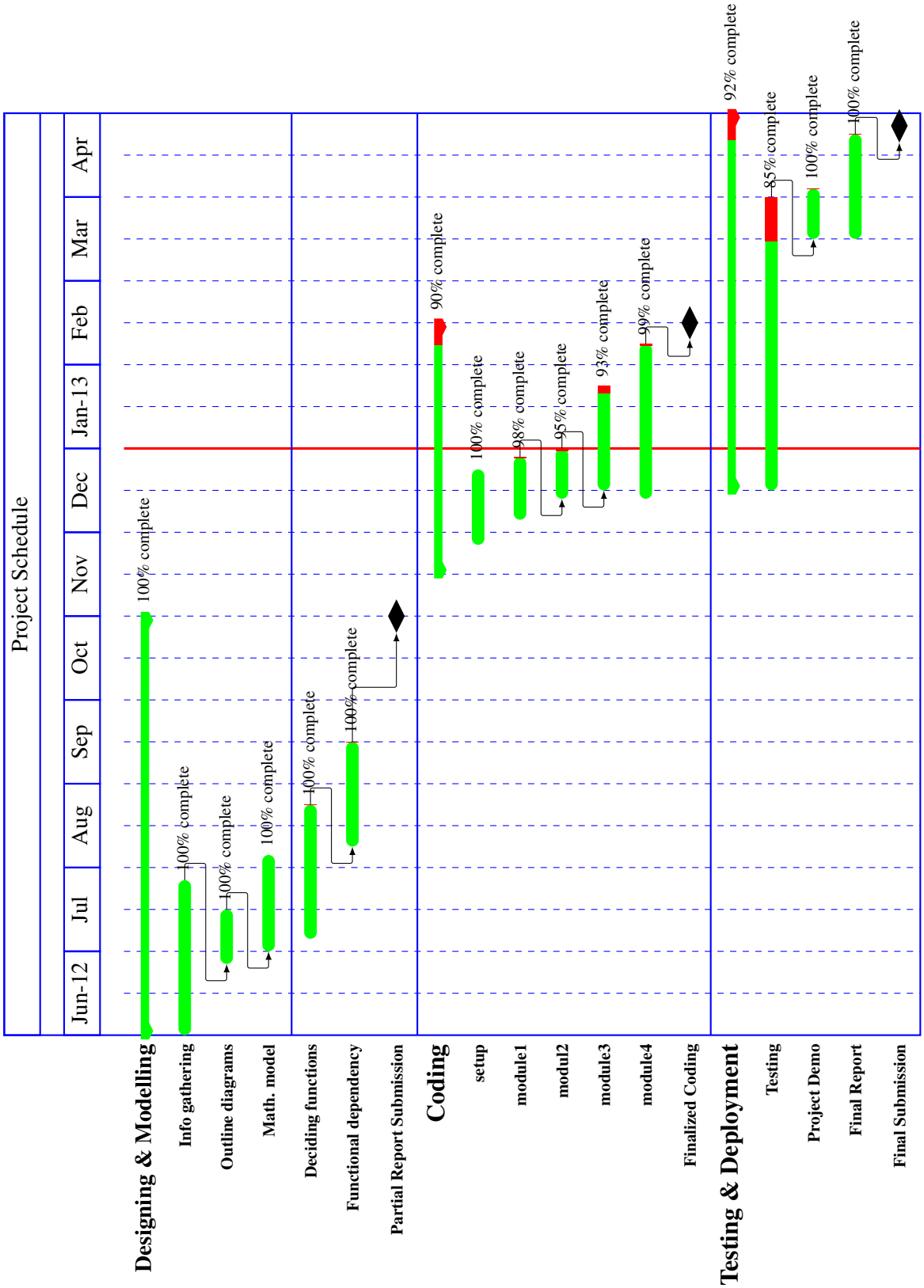

Figure 10: Project planner

Note: Designing & modelling phase includes information gathering also

8.1 Work Breakdown Structure

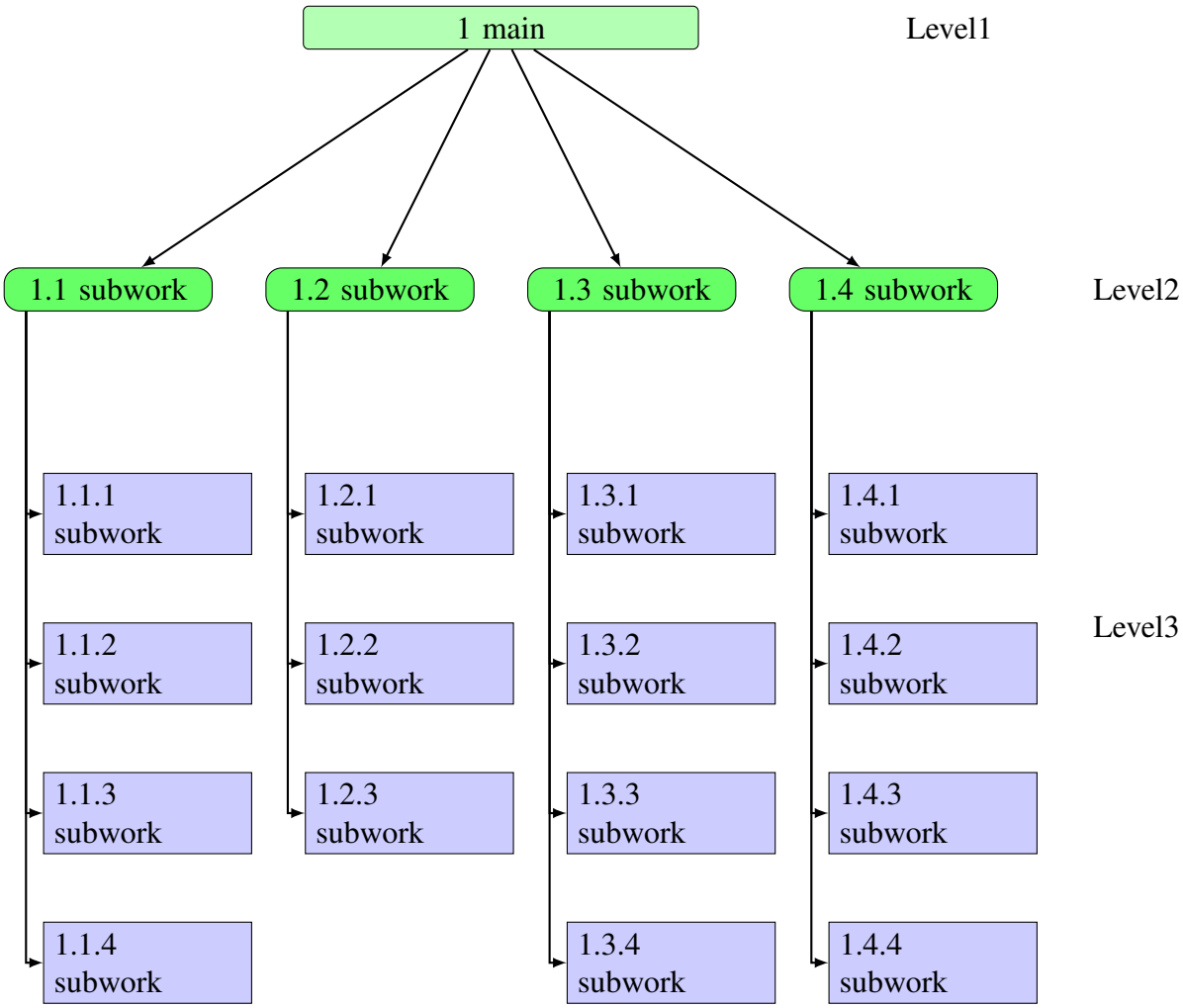

Figure 11: Work Breakdown Structure

Advantages

advantages

Appendix A

Appendix 1

Appendix B

Appendix 2