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import cv2
import mediapipe as mp
import numpy as np
import streamlit as st
from gtts import gTTS

mp_hands = mp.solutions.hands
hands = mp_hands.Hands(max_num_hands=1)
mp_draw = mp.solutions.drawing_utils

def detect_gesture(landmarks):
    thumb_tip = landmarks[4][1]
    index_tip = landmarks[8][1]
    middle_tip = landmarks[12][1]
    ring_tip = landmarks[16][1]
    pinky_tip = landmarks[20][1]
    wrist_y = landmarks[0][1]

    if index_tip > wrist_y and middle_tip > wrist_y and ring_tip > wrist_y and pinky_tip > wrist_y:
        return "٠,٠٠٠٠٠ ٠$٠,٠$٠"
    if index_tip < wrist_y and middle_tip < wrist_y and ring_tip < wrist_y and pinky_tip < wrist_y:
        return "٠f٠ ٠...٠ ٠a٠^٠"
    if thumb_tip < wrist_y and index_tip > wrist_y:
        return "٠$٠'٠٠+٠$٠... ٠,,٠f٠٠٠,٠%."
    return None

st.title("٠$٠- ٠...٠a٠+٠-٠... ٠$٠'٠$٠+٠$٠a ٠$٠,٠$٠")
st.write("٠-٠+٠' ٠$٠'٠$٠+٠$٠a ٠$٠'š âœ‘ ٠$٠' ٠f٠...٠$٠... ٠$٠,٠f٠$٠...٠$٠+٠$")

run = st.checkbox('٠a٠'٠=٠$٠,, ٠$٠,٠f٠$٠...٠$٠+٠$')

FRAME_WINDOW = st.image([])

cap = cv2.VideoCapture(0)

while run:
    ret, frame = cap.read()
    if not ret:
        break

    img_rgb = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)
    results = hands.process(img_rgb)

    gesture = None
    if results.multi_hand_landmarks:
        for hand_landmarks in results.multi_hand_landmarks:
            mp_draw.draw_landmarks(frame, hand_landmarks, mp_hands.HAND_CONNECTIONS)

            h, w, _ = frame.shape
            landmarks = []
            for lm in hand_landmarks.landmark:
                landmarks.append((int(lm.x * w), int(lm.y * h)))

            gesture = detect_gesture(landmarks)

    if gesture:
        cv2.putText(frame, gesture, (50, 50), cv2.FONT_HERSHEY_SIMPLEX, 1, (0, 255, 0), 2)

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st.write("ØªÛ... Ø§Û,,ØªØ¹Ø±Û Ø¹Û,,Û%:", gesture)

FRAME_WINDOW.image(cv2.cvtColor(frame, cv2.COLOR_BGR2RGB))

cap.release()
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