

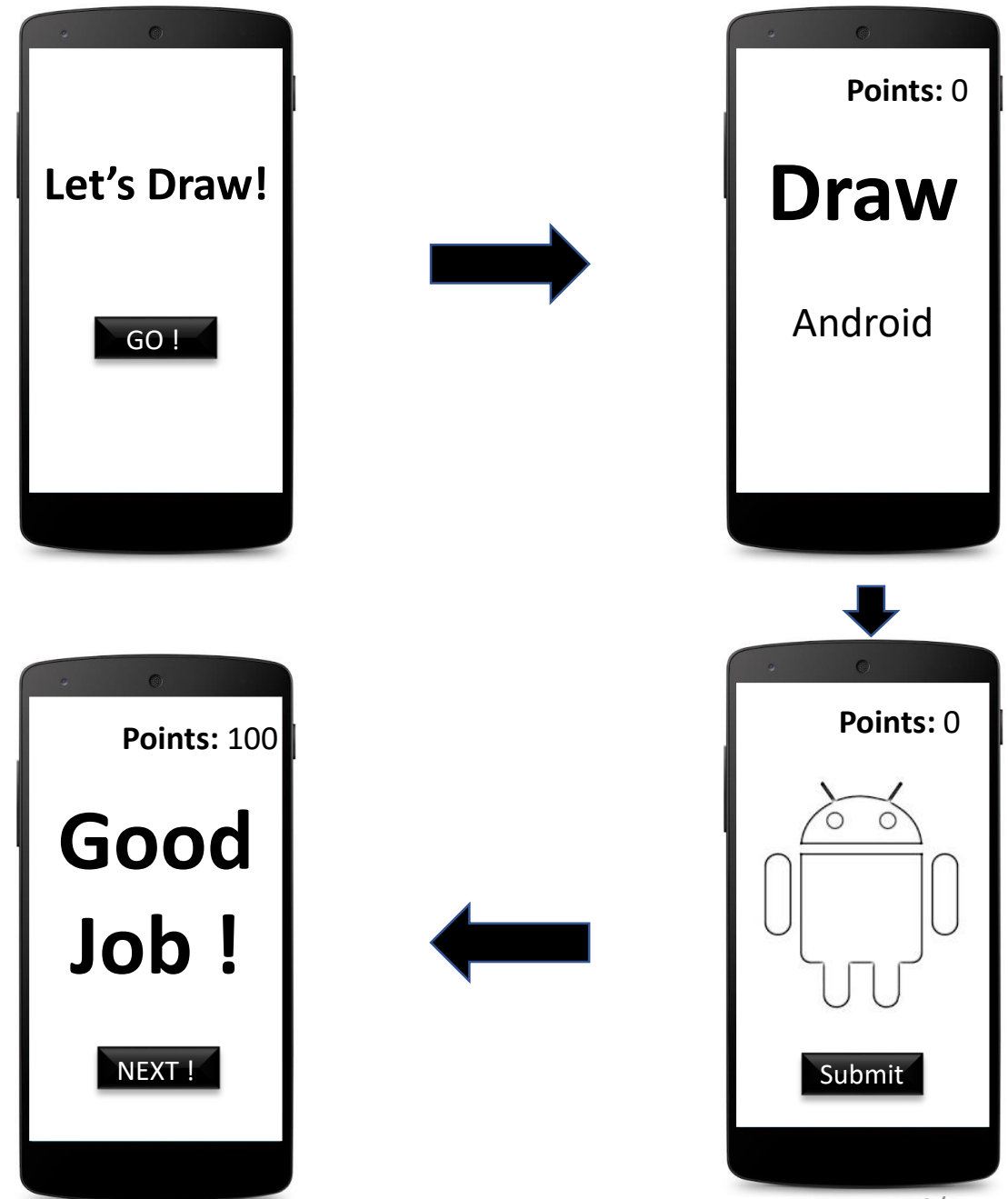
# Learning With Drawing Android App

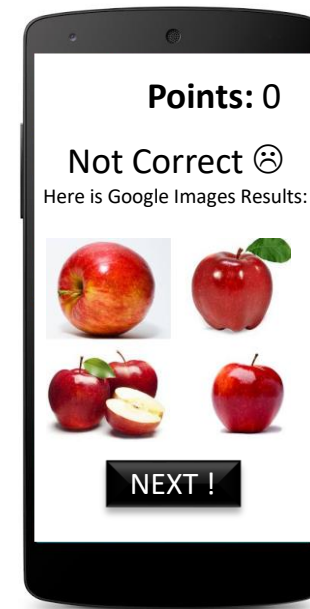
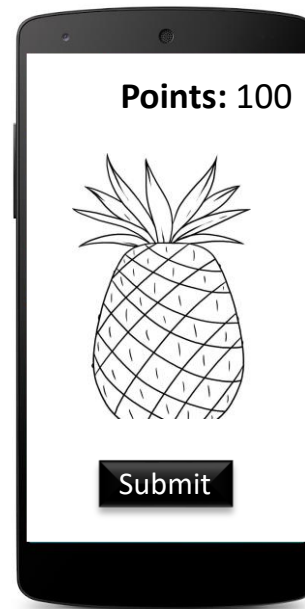
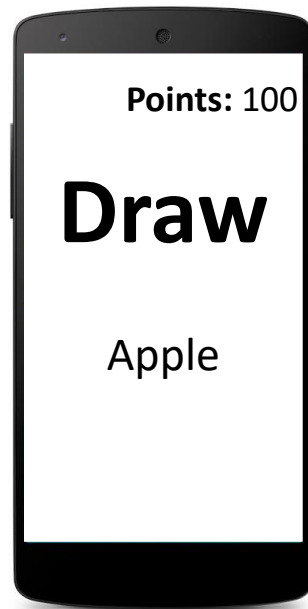
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# How it Works?

- User will see a word on the screen
- There will be a limited time to draw the word
- Painted screen will be compared with the quickdraw-dataset
- If the drawing is successful, user will earn points
- If the drawing is not successful, user will lose points





# Technical Details

- Creating a Paint Activity
- Converting painting to a Bitmap
- Using this Bitmap to compare with the quickdraw-dataset using Firebase
- If there is no match with the dataset get sample pictures from Google Images

Questions?