

FIG 5.1

(Virtual Mouse)

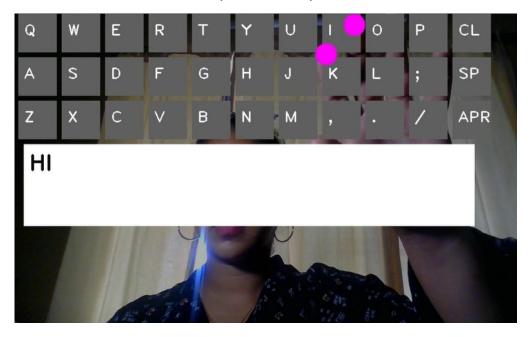


FIG 5.2
(Virtual Keyboard)

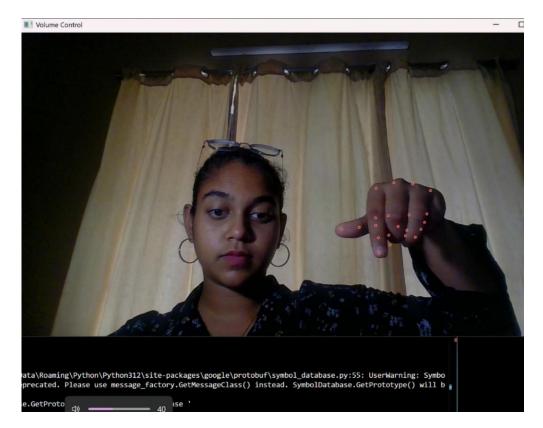


FIG 5.3
(Volume Control)

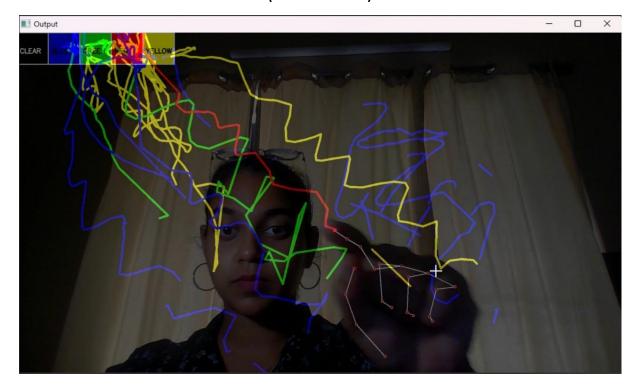


FIG 5.4 (Virtual Drawing)

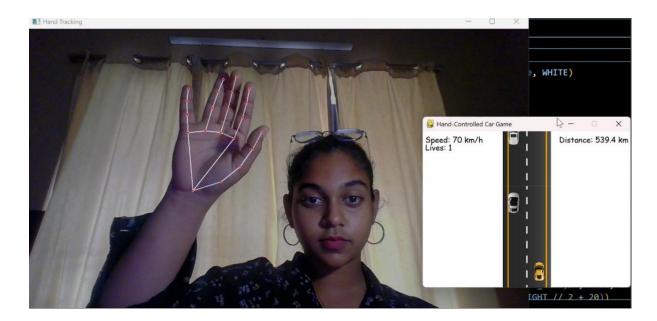


FIG 5.5 (Hand Gesture Controlled Car game)

```
warnings.warn('SymbolDatabase.GetPrototype() is deprecated. Please '
Lives left: 5
Lives left: 4
Lives left: 3
Lives left: 2
Lives left: 1
Traceback (most recent call last):
```

FIG 5.6 (Life Tracking For the car game)

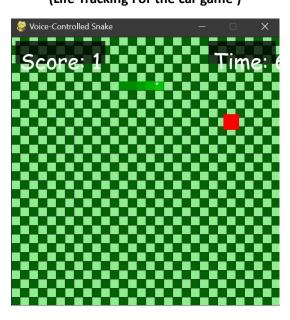


FIG 5.7 (Voice Controlled Snake Game)