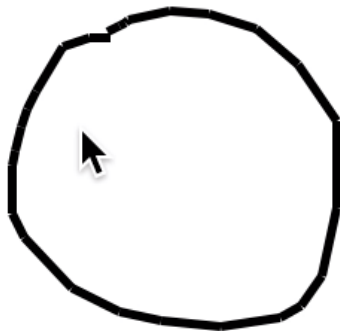
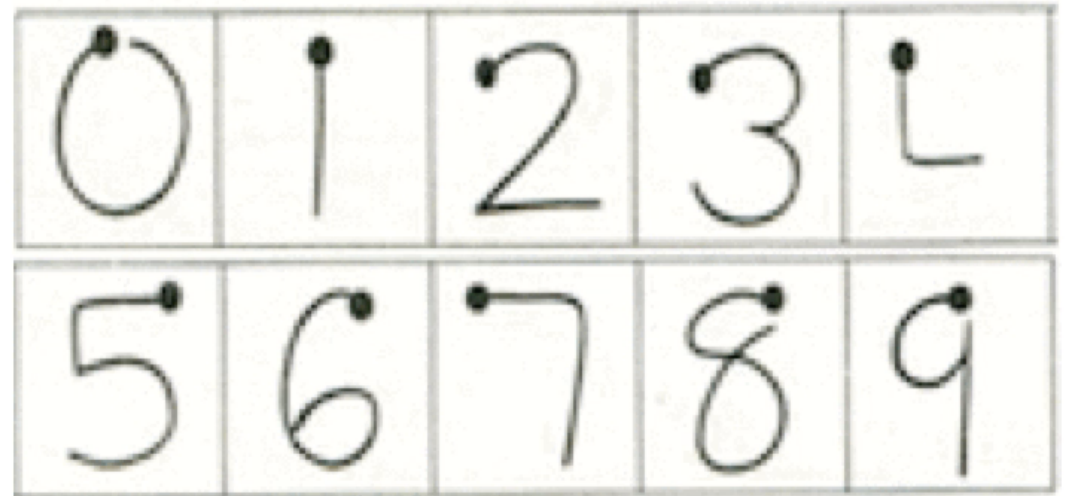


Recognizer

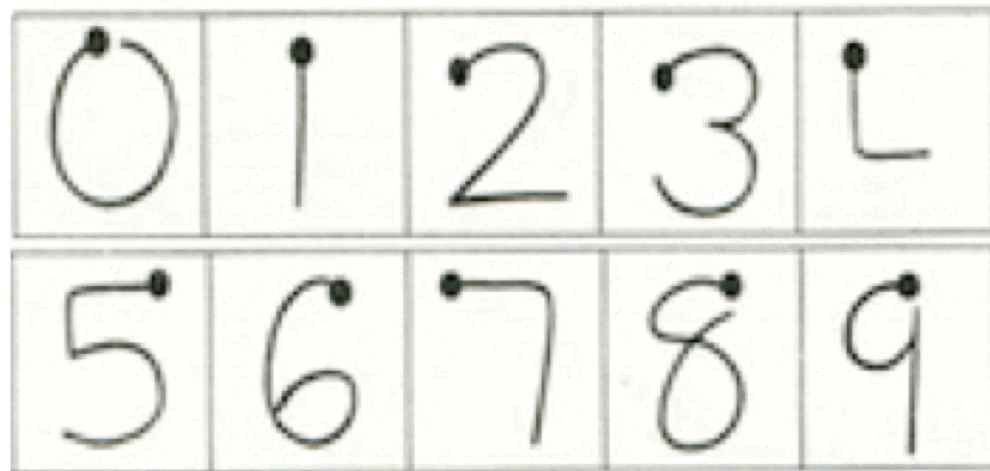


Zero



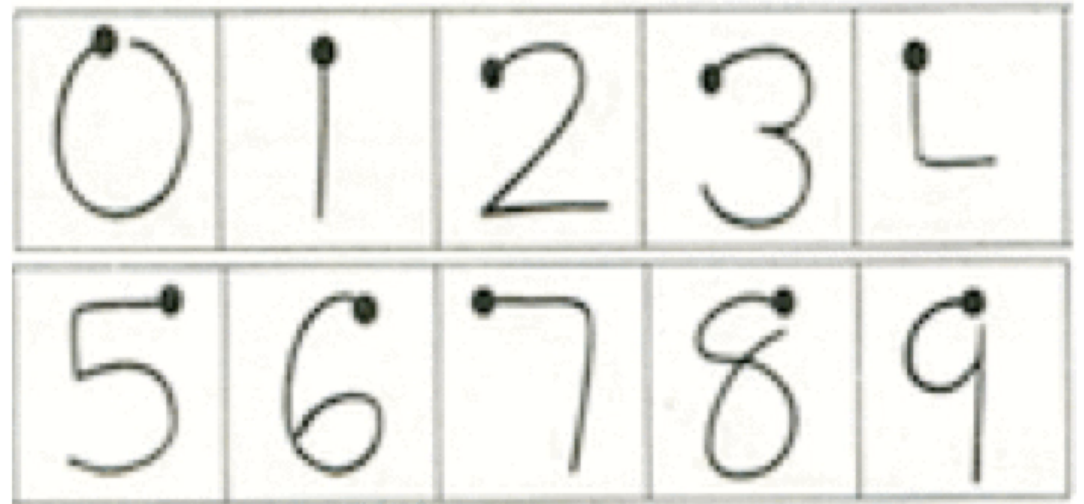


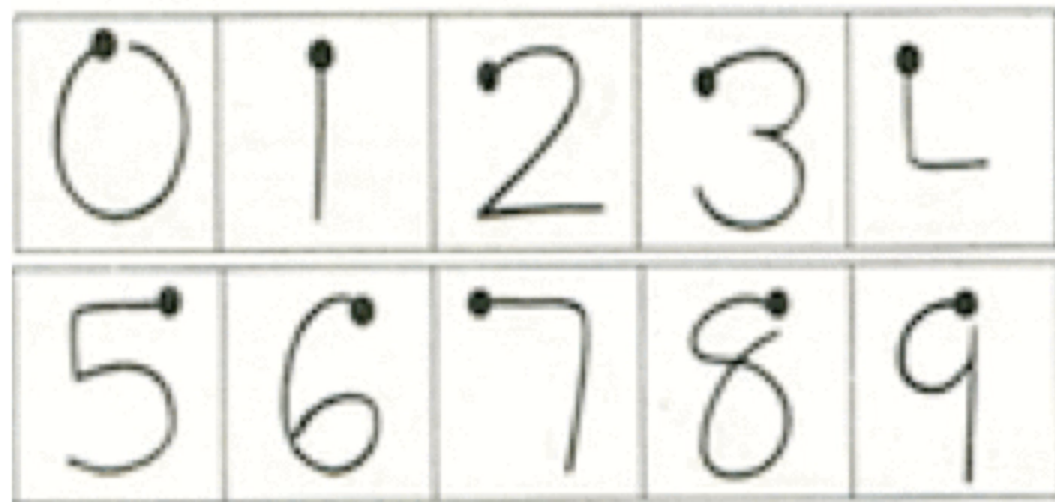
One



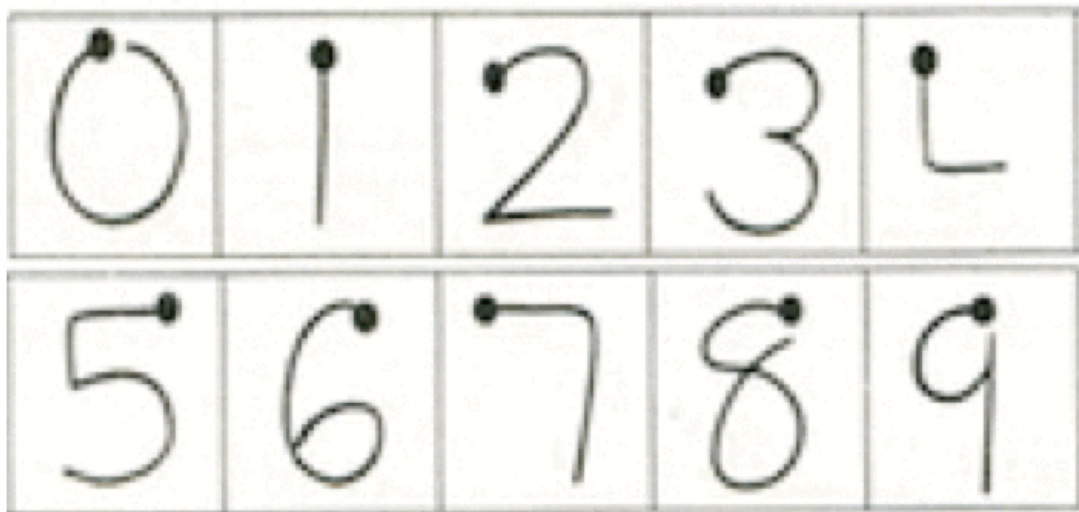
A large, handwritten digit '2' is shown on a white background. A mouse cursor is positioned at the top left of the digit's loop, indicating the starting point for stroke recognition.

Two

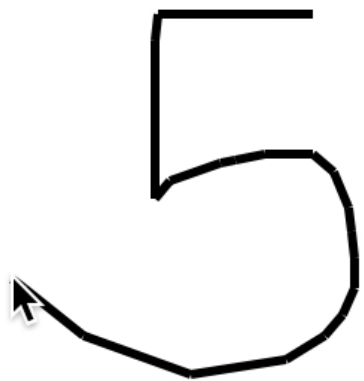
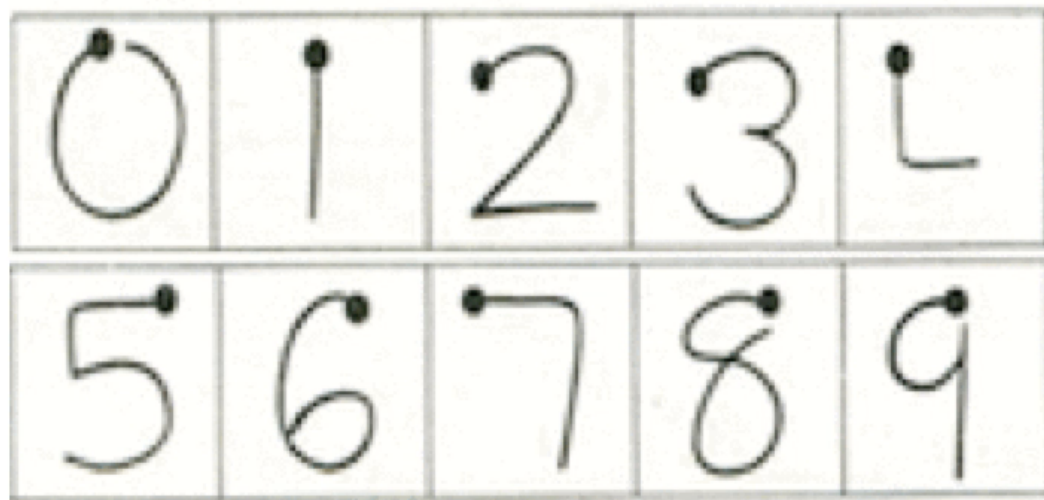


A large, handwritten digit '3' is shown on a white background. A small black mouse cursor is positioned at the top of the first stroke, indicating the starting point for writing the digit.

Three

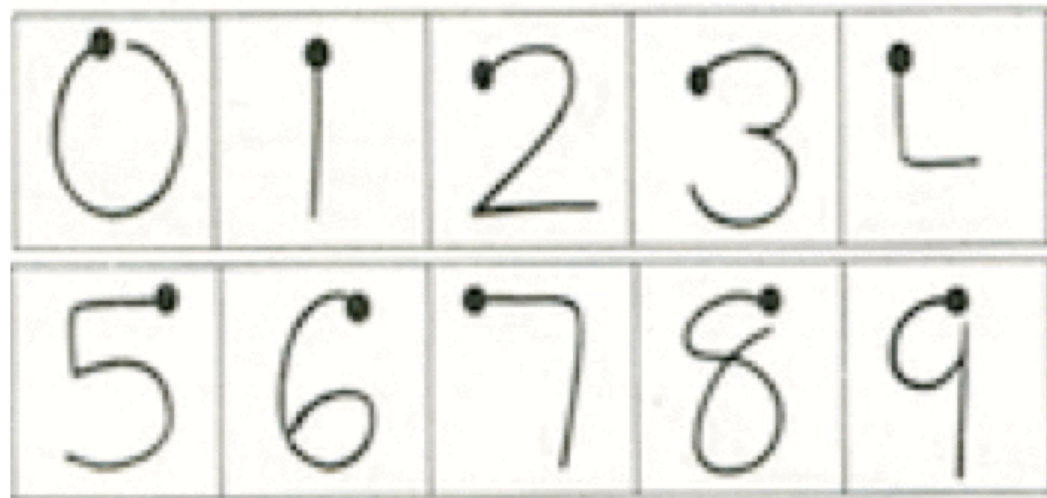


Four

A large, handwritten digit '5' is shown on a white background. A small mouse cursor icon is positioned at the top-left of the digit, indicating the starting point for a stroke.

Five

Recognizer

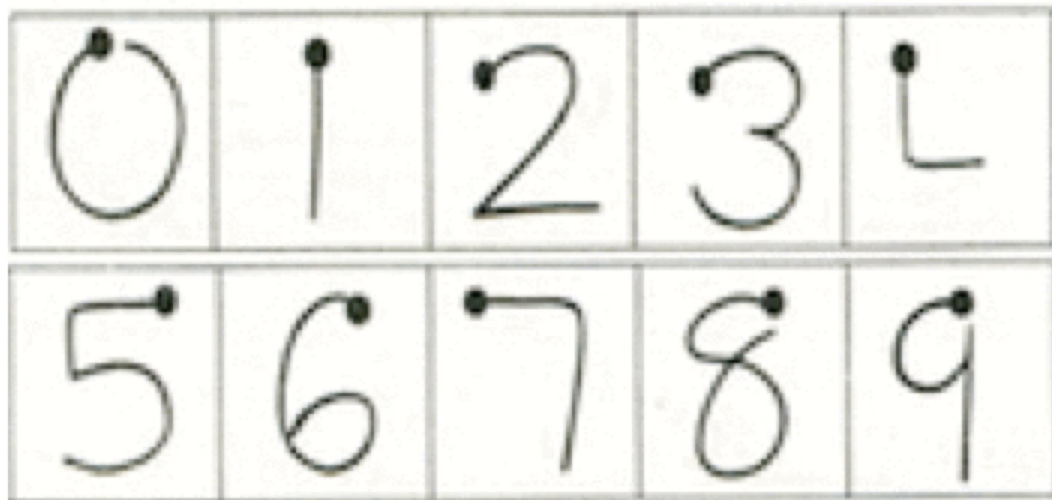
A large, handwritten digit '6' is shown on a white background. A small black mouse cursor arrow is positioned near the top-left of the digit, pointing towards the start of the upper loop.

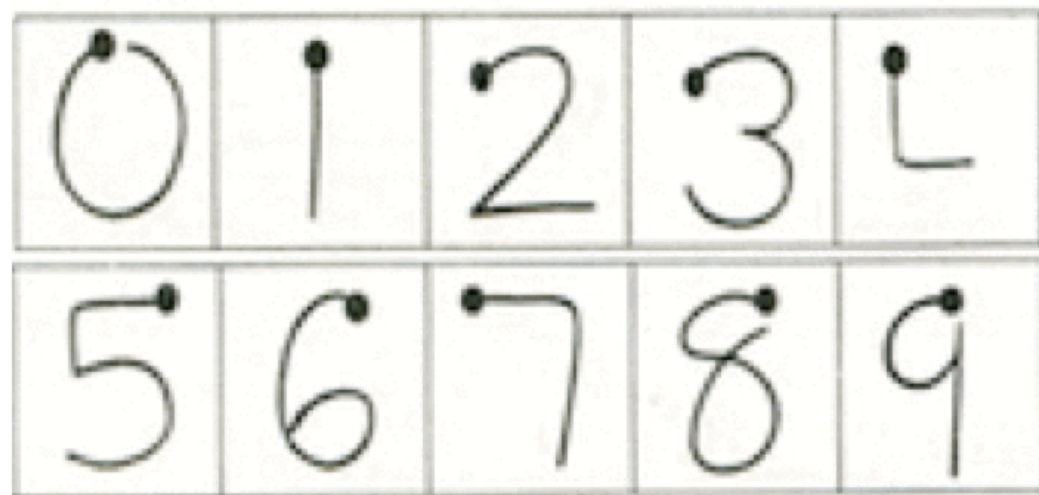
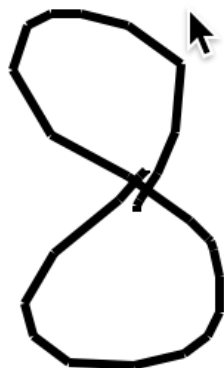
Six

Recognizer

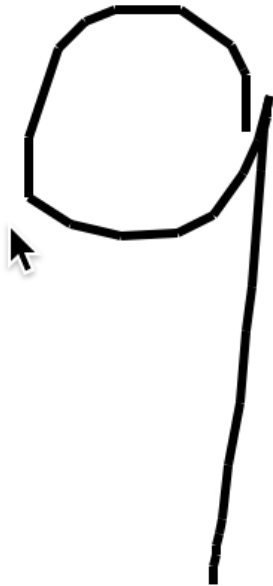


Seven





Eight

A large, handwritten digit '9' is shown on a white background. A small mouse cursor is positioned at the top-left of the circular part of the digit, indicating the starting point for recognition.

Nine

