# Doodle Classifier user manual for non-technical users

This document serves as a user manual for using the doodle classifier web-application.

Basic functionality:

1. User can draw a small image into the black part of the provided UI (they can access it in the hosted UI, http://localhost:9080).
2. While drawing the user can erase parts of the Image or the entire image, using the "Eraser" button or the "Erase All" button.
3. After clicking on the "Eraser" button, and erasing parts of the image, if the user wants to start drawing parts of the image again, then they can see that the "Eraser" button got changed to "Brush" button when they clicked on it the first time, so they can now click on the "Brush" button to restart drawing.
4. After the user is satisfied with the drawing, the user can try to see what the machine thinks the image is, by clicking on the "Predict" button.
5. The machine will return a predicted class, and if the user is satisfied with the image, then they can click on "Yes" button on the popup.
6. If the user is not satisfied with the prediction, then they can click "No", and the top three classes that the machine thinks the image is will pop up on the screen.
7. If the user chooses one of those classes, then the image will be saved in backend with that label (this feedback is to make sure, that over time the system learns from its mistakes).
8. If the user doesn't want to give feedback or thinks none of the predicted classes suggested by the machine is correct, then there is another choice (along with the 3 choices in the popup) called "Other", if the user clicks on that, then nothing gets saved.

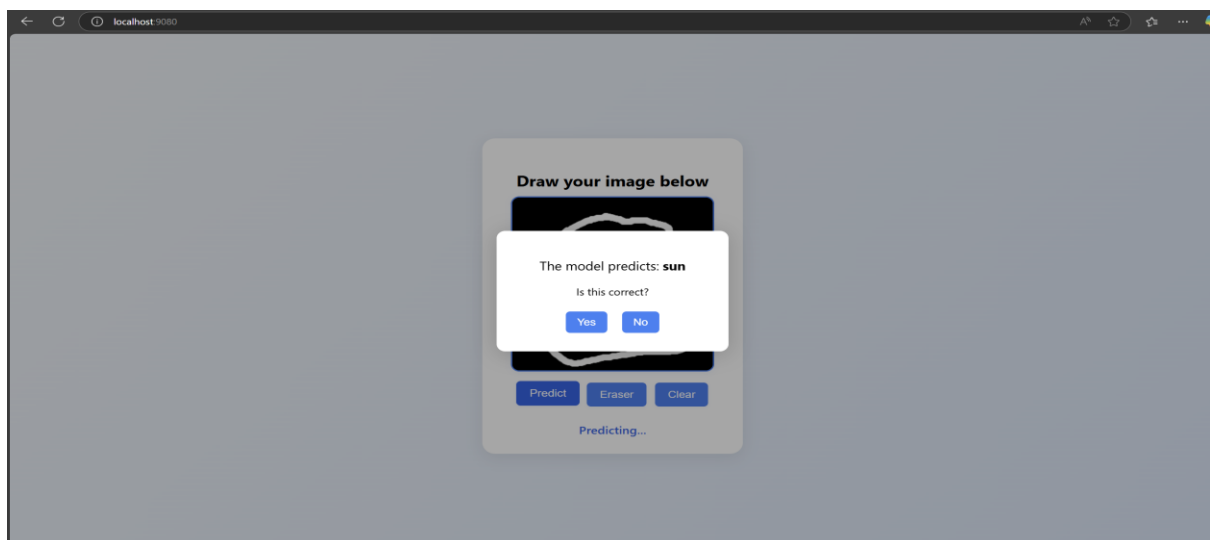The following is a visual workflow:
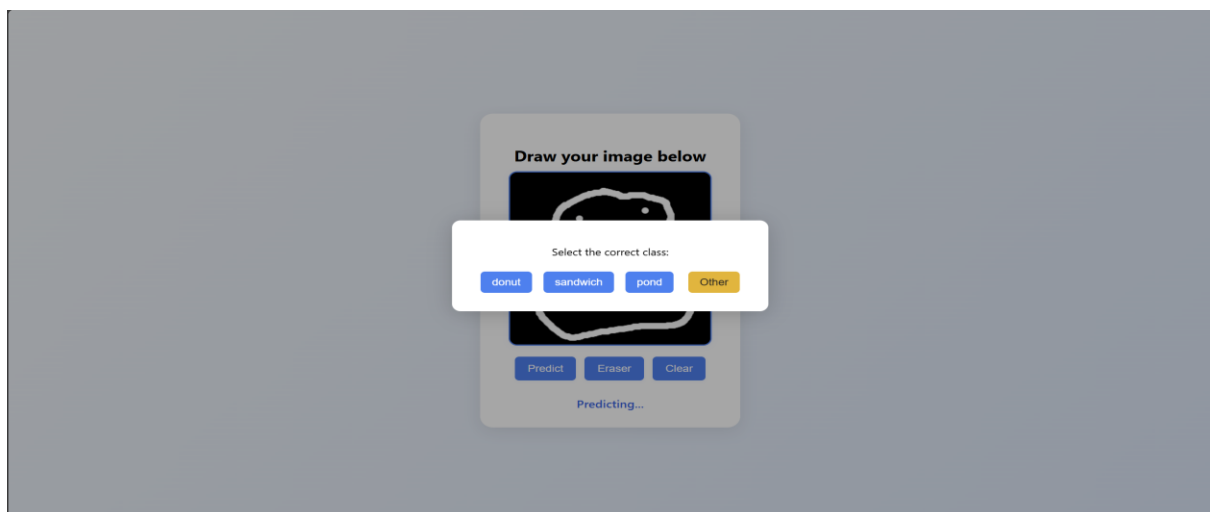
First view of the application:
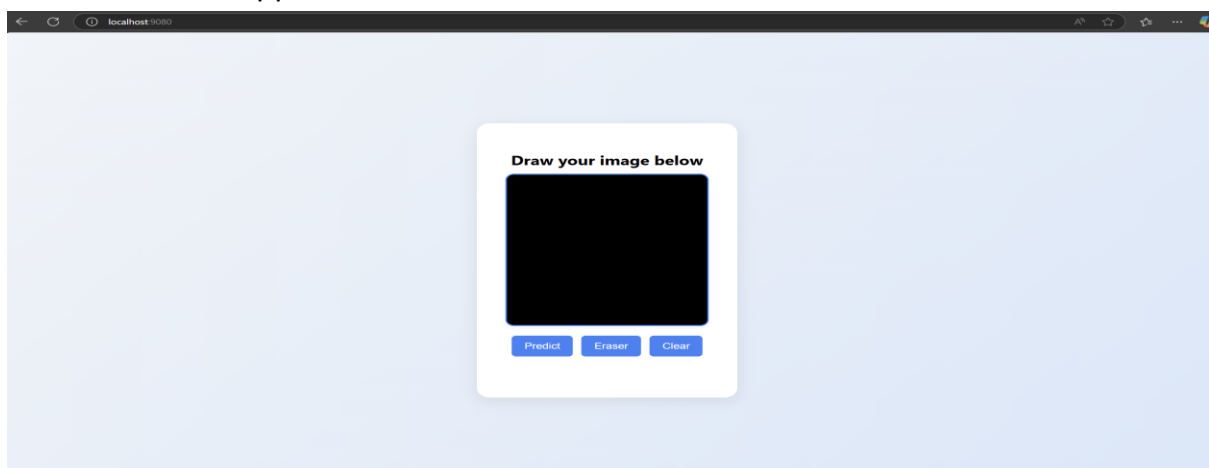
After drawing:
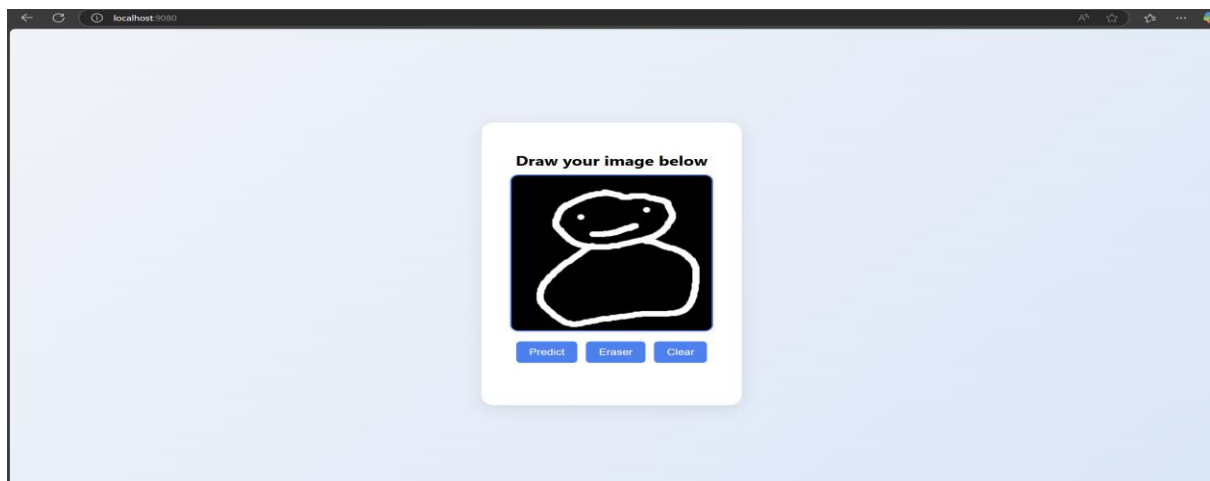
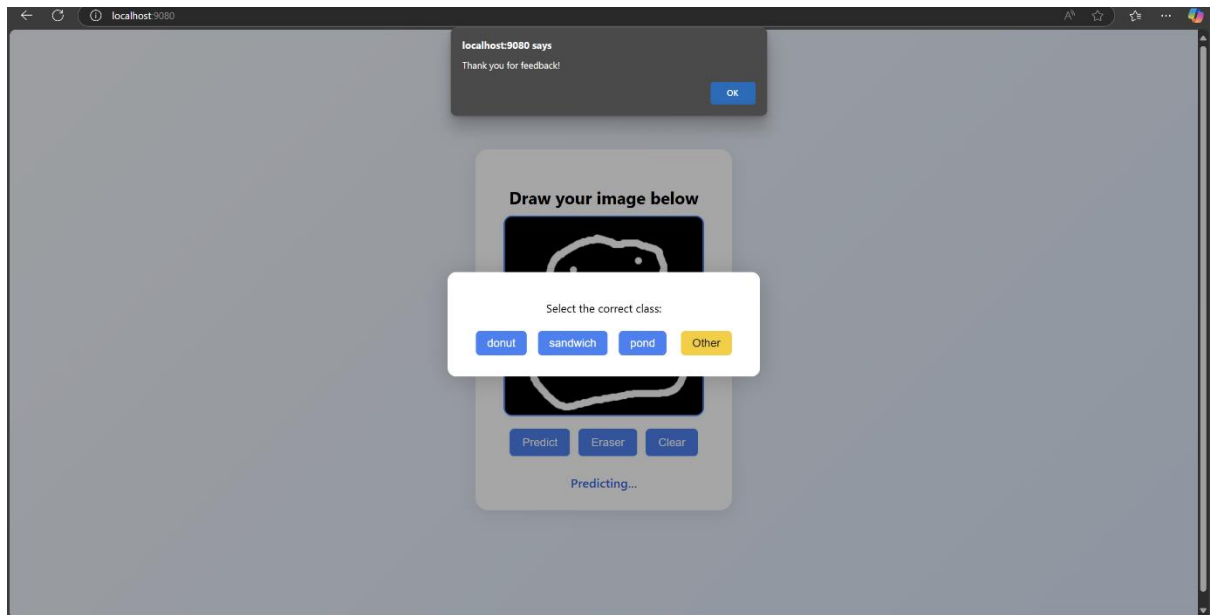After clicking on "Predict" button:

(if the user clicks on "Yes", the flow restarts with a fresh canvas)
Else, if the user clicks on "No":

After the user clicks on any of the options:

After you click on "OK" in the popup, the panel refreshes from the starting stage.