1. Unzip the “GestureRecognizing.zip file”.
2. Use Java IDE to import our project and run the “GR.java” for GUI.
3. Input the character to be recognized on the left side of interface by using mouse.
4. After finishing the input stage, click on the “file” on menu bar and choose “recognize” for start recognizing.
5. The result will be shown at the left lower side of the interface.
6. If you want to input a new character, click in the “new” under “File” button to clear input panel and go back to step 3.
7. Click “Exit” under “File” button to exit the program.

Notes:

The most recent hand-written input will be saved in the “GestureRecognizing” folder as “1.png in 250\*250”.

“1.txt” will be the corresponding .txt file for transferred 28\*28 pixels image.