$1 Unistroke Recognizer in Haskell

REQUIREMENT

ghc compiler

or run it by ghci

threepenny-gui

> you can install threepenny-gui by using cabal

```
cabal install threepenny-gui -fbuildExamples
```

HOW TO RUN

```
make
```

or

```
ghc Main.hs
```

```
termite
zxc@antergos  hw3   master ●   ghc Main.hs
[1 of 3] Compiling Templates       ( Templates.hs, Templates.o
)
[2 of 3] Compiling Vlunirec        ( Vlunirec.hs, Vlunirec.o )
[3 of 3] Compiling Main            ( Main.hs, Main.o )
Linking Main ...
zxc@antergos  hw3   master ●   ./Main
Listening on http://127.0.0.1:8023

1:./Main*   2:zsh-   [ antergos ] - 2018.10.25 21:03:23 (DAY:4)
```
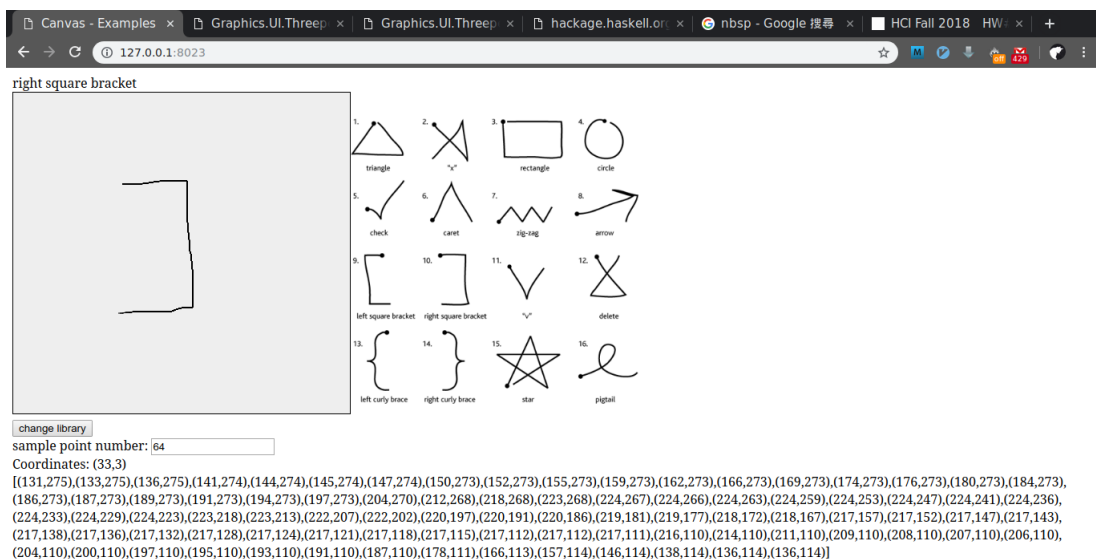
RESULT

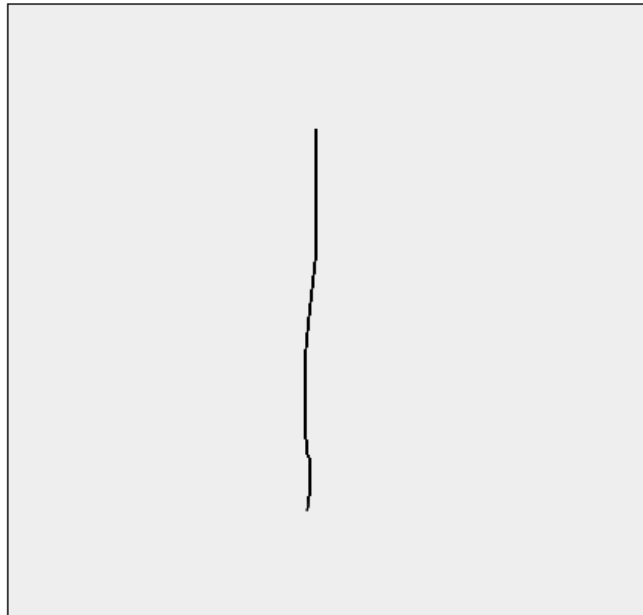**unistroke**

star

change library

sample point number: 64

Coordinates: (418,256)

[(122,294),(122,294),(124,294),(126,293),(131,290),(133,289),(135,288),(140,286),(142,285),(144,284),(147,283),(1

(218,256),(240,250),(253,246),(268,241),(280,238),(292,235),(309,228),(315,227),(326,224),(333,221),(337,218),(3⋮

right square bracket

change library

sample point number: 64

Coordinates: (33,3)

[(131,275),(133,275),(136,275),(141,274),(144,274),(145,274),(147,274),(150,273),(152,273),(155,273),(159,273),(162,273),(166,273),(169,273),(174,273),(176,273),(180,273),(184,273),(186,273),(187,273),(189,273),(191,273),(194,273),(197,273),(204,270),(212,268),(218,268),(223,268),(224,267),(224,266),(224,263),(224,259),(224,253),(224,247),(224,241),(224,236),(224,233),(224,229),(224,223),(223,218),(223,213),(222,207),(222,202),(220,197),(220,191),(220,186),(219,181),(219,177),(218,172),(218,167),(217,157),(217,152),(217,147),(217,143),(217,138),(217,136),(217,132),(217,128),(217,124),(217,121),(217,118),(217,115),(217,112),(217,112),(217,111),(216,110),(214,110),(211,110),(209,110),(208,110),(207,110),(206,110),(204,110),(200,110),(197,110),(195,110),(193,110),(191,110),(187,110),(178,111),(166,113),(157,114),(146,114),(138,114),(136,114),(136,114)]

graffiti

目前只有支援 0 - 9 辨識 A - Z 尚未加入

以 # sample point = 128 測試 1
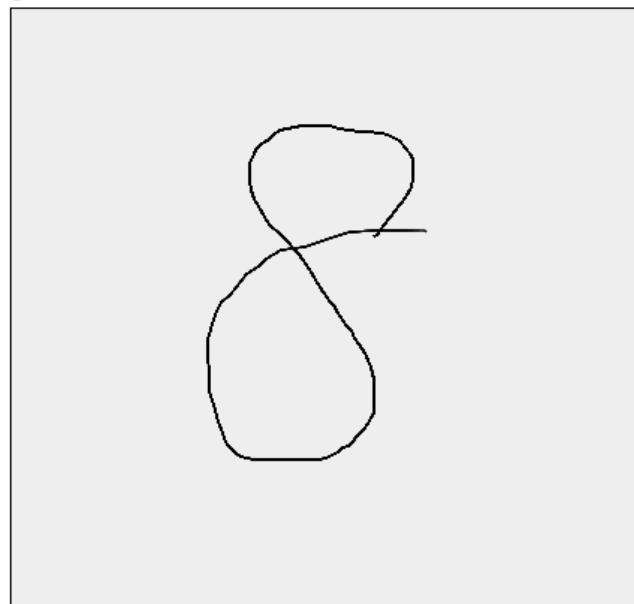
1

change library

sample point number: 128

Coordinates: (7,0)
[(195,331),(195,330),(196,328),(196,326),(196,324),(196,323),(196,323),(196,322),(197,320),(197,31

以 # sample point = 64 測試 8

8

change library

sample point number: 64

Coordinates: (420,84)
[(277,149),(276,148),(272,148),(268,148),(265,148),(260,148),(252,148),(243,148),(226,149),(213,153)