```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>QR Code Scanner</title>
    <script src="https://unpkg.com/html5-qrcode"></script>
    <script src="https://cdn.jsdelivr.net/npm/jsqr"></script>
    <style>
        body {
            background-color: #0f172a;
            color: white;
            text-align: center;
            padding: 20px;
        }
        .scanner-container {
            background-color: #1e293b;
            padding: 20px;
            border-radius: 10px;
            max-width: 400px;
            margin: auto;
            border: 2px solid #00ff99;
            box-shadow: 0px 4px 20px rgba(0, 255, 150, 0.3);
        }
        #qr-video {
            width: 100%;
            border-radius: 8px;
        }
        .file-input, .clear-btn, .download-btn {
            display: block;
            width: 100%;
            margin: 10px 0;
            padding: 10px;
            border-radius: 8px;
            cursor: pointer;
            border: none;
            font-size: 16px;
        }
        .file-input { background: #00ff99; color: black; }
        .clear-btn { background: #ff4d4d; }
        .download-btn { background: #00ff99; }
        input {
            width: 100%;
            padding: 12px;
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            margin-top: 10px;
            border-radius: 8px;
            border: 2px solid #00ff99;
            background: transparent;
            color: white;
            text-align: center;
        }
    </style>
</head>
<body>

<div class="scanner-container">
    <h2>QR Code Scanner</h2>

    <!-- Camera Scanner -->
    <div id="qr-reader" style="width: 100%;"></div>
    <p>OR</p>

    <!-- File Upload Scanner -->
    <input type="file" id="file-input" class="file-input" accept="image/*"
onchange="scanImage(event)">
    <input type="text" id="qr-result" placeholder="Scanned QR Code" readonly>

    <button class="download-btn" onclick="downloadQR()">Download QR</button>
    <button class="clear-btn" onclick="clearResult()">Clear</button>
</div>

<script>
    function scanImage(event) {
        const file = event.target.files[0];
        if (!file) return;

        const reader = new FileReader();
        reader.onload = function() {
            const img = new Image();
            img.src = reader.result;
            img.onload = function() {
                const canvas = document.createElement("canvas");
                const context = canvas.getContext("2d");
                canvas.width = img.width;
                canvas.height = img.height;
                context.drawImage(img, 0, 0, img.width, img.height);

                const imageData = context.getImageData(0, 0, img.width, img.height);
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            const code = jsQR(imageData.data, imageData.width, imageData.height);
            if (code) {
                document.getElementById("qr-result").value = code.data;
            } else {
                alert("No QR code found in image!");
            }
        };
    };
    reader.readAsDataURL(file);
}

function clearResult() {
    document.getElementById("qr-result").value = "";
    document.getElementById("file-input").value = "";
}

function downloadQR() {
    const qrText = document.getElementById("qr-result").value;
    if (!qrText) {
        alert("No QR code scanned yet!");
        return;
    }
    const link = document.createElement("a");
    link.href = "https://api.qrserver.com/v1/create-qr-code/?size=200x200&data=" +
encodeURIComponent(qrText);
    link.download = "qr-code.png";
    link.click();
}

// Camera Scanner Activation
function onScanSuccess(decodedText, decodedResult) {
    document.getElementById("qr-result").value = decodedText;
}

function onScanFailure(error) {
    console.warn(`QR scan error: ${error}`);
}

let html5QrcodeScanner = new Html5QrcodeScanner(
    "qr-reader", { fps: 10, qrbox: 250 }
);
html5QrcodeScanner.render(onScanSuccess, onScanFailure);
</script>
```

</body>
</html>