# Show my emotion

In this project you will make a character that reacts to what you say.

If you smile, it will look happy. If you cry, it will look sad.

At first, you'll program a list of rules for what is kind and what is mean, and learn why that approach isn't very good.

Next, you will teach the computer to recognise facial expressions by first clicking their picture with different expressions and providing proper output.



- 1. Go to <u>https://happymongo.com</u> in a web browser.
- 2. Click on the **"menu"** button.



3. Click on "AI/ML" button.

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Team	Home —
Contact Us	Blossoms
Legal Agreement	Doodles
Distributorship	BigTalk
iVRClass	AR For Books
Training	AR For Fashion
Magic Wall	AR / VR For Tourism
× AI/ML	VR For Engineering
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4. Click on **"Signup"** button. Enter all your details. Click on **"Submit"** button.



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	Full Name Test Email address test@gmail.com Password Country India Check me out Submit	
Your kids can teach the Cc World's first Artificial Inte	omputer now! Illigence coding through	

5. Click on **"Login"** button and type in your email address and password. Click on **"Submit"** button.



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#### 6. Click on **"Start creating"** button on the top menu bar.



#### 7. Click on "Add Projects" button.



8. Name your project "Smiley" and set it to learn how to recognize "emotion" format. Click the "Create" button.

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9. Now you can see "Smiley" listed in your projects. Click on it.





10. Now you can see the project name **"Smiley"** on the title bar.

11. Click on "Learn" button.

Smiley					
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### 12. Click on **"Add a Label"** button on the top menu bar.

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#### 13. Enter the label name in the text box and click on "Add" button.

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## 14. Click on **"Add Snapshot"** button.

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15. Click on **"Take photo"** button. Repeat until you have got five snapshot in test label.



15. Click on **"Train Model"** button.

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# 16. Click on the **"Train"** button, it will train your model.



17. Start by getting a project ready in Scratch. Click "Make"

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# 18. The Scratch editor will open.

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19. Click on the **"Extensions"** below.

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20. Click on "HappyMongo" extensions.



21. Click the "code" tab and enter the following script.

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22. Save your project. Click on **File** -> **Save to your computer** to save the project to a file.

23. Click the "green flag" to test.

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