

Show my emotion

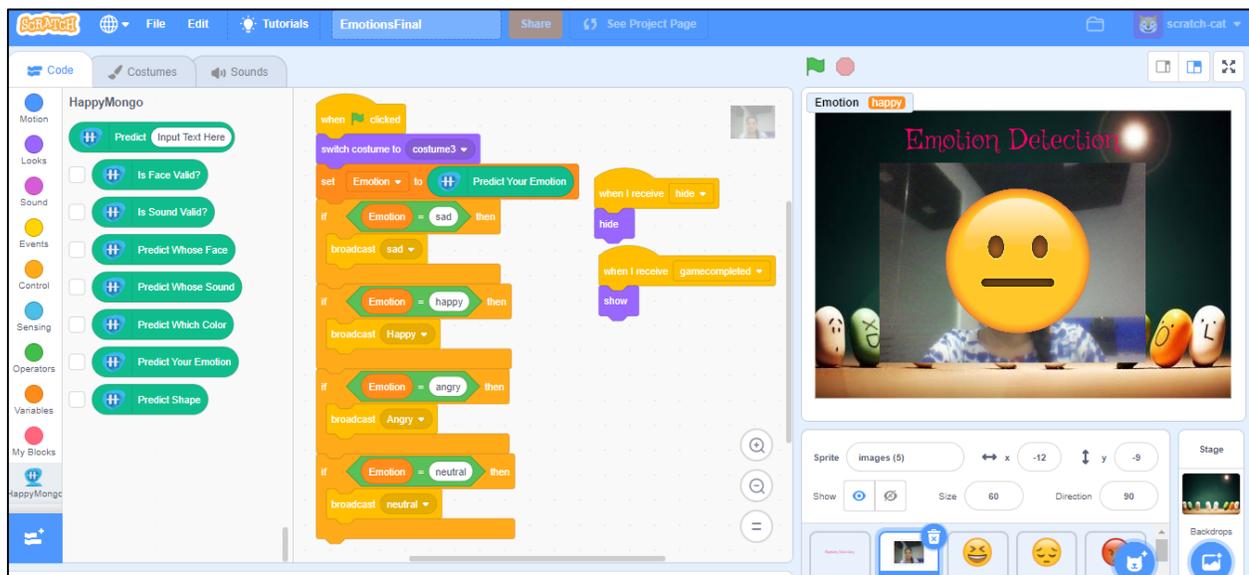
In this project you will make a character that reacts to what you say.

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.

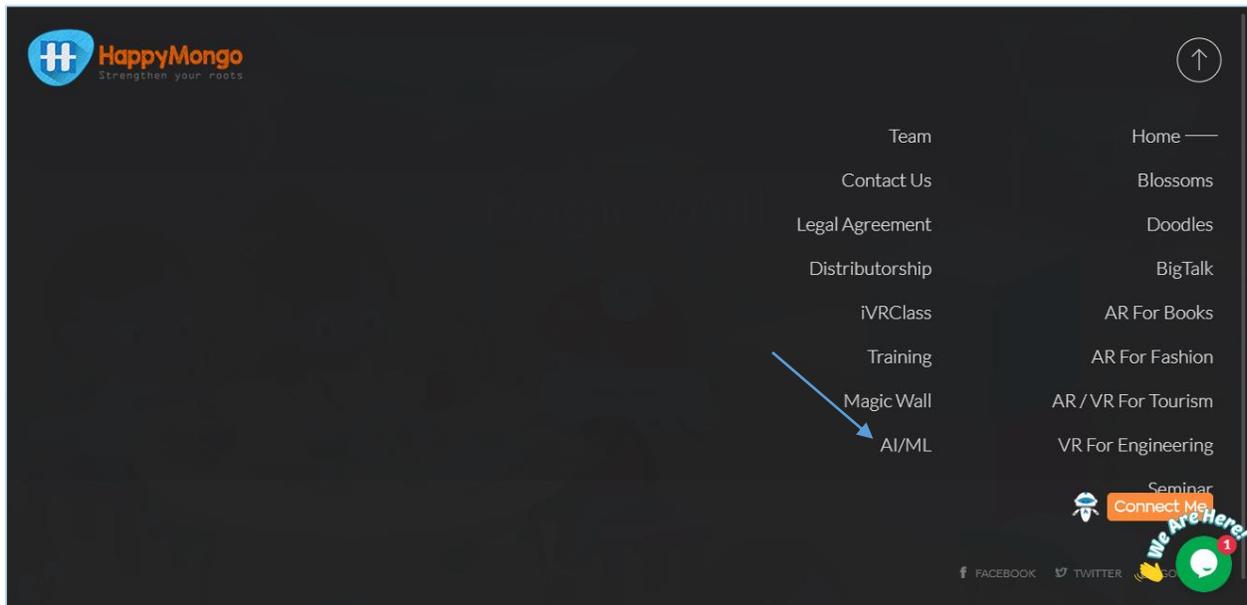
Next, you will teach the computer to recognise facial expressions by first clicking their picture with different expressions and providing proper output.



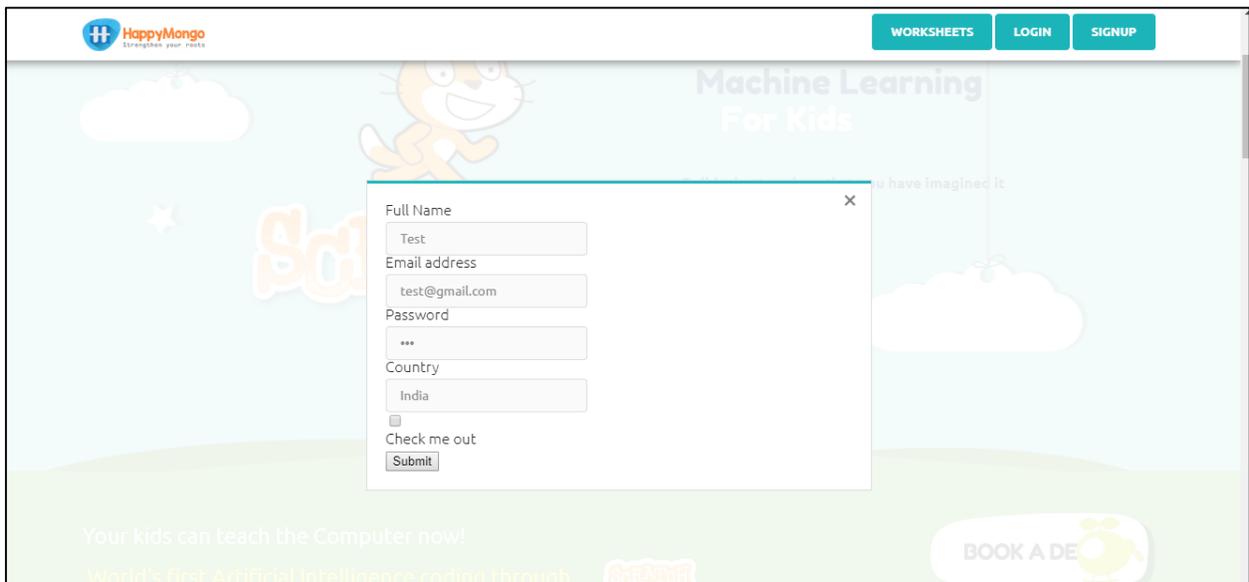
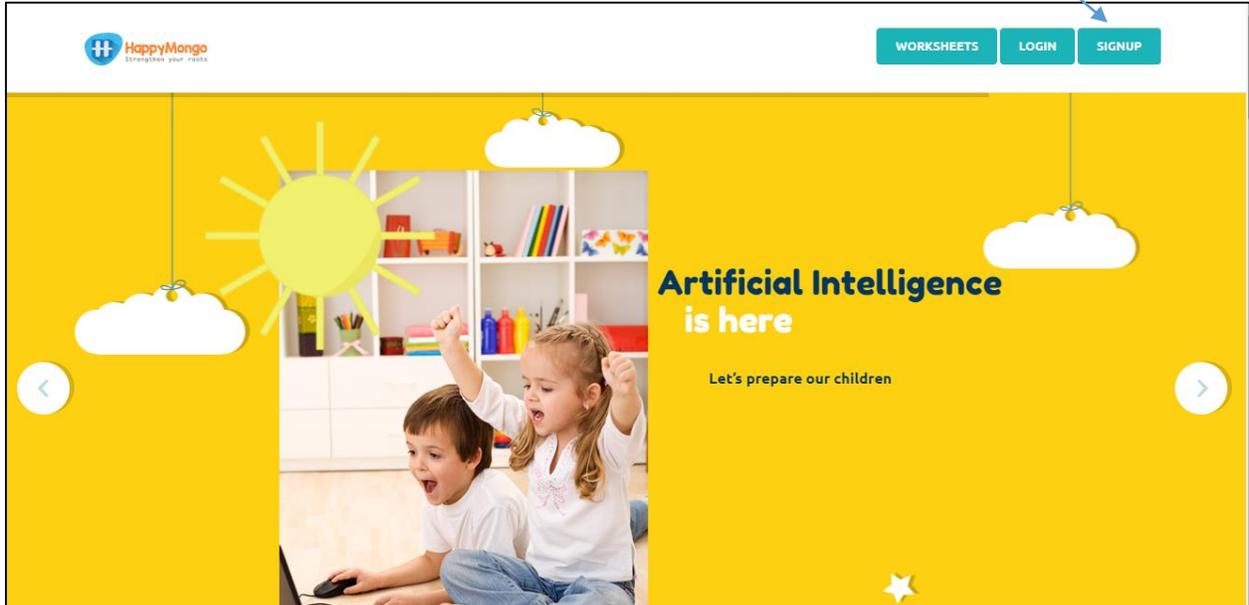
1. Go to <https://happymongo.com> in a web browser.
2. Click on the “menu” button.



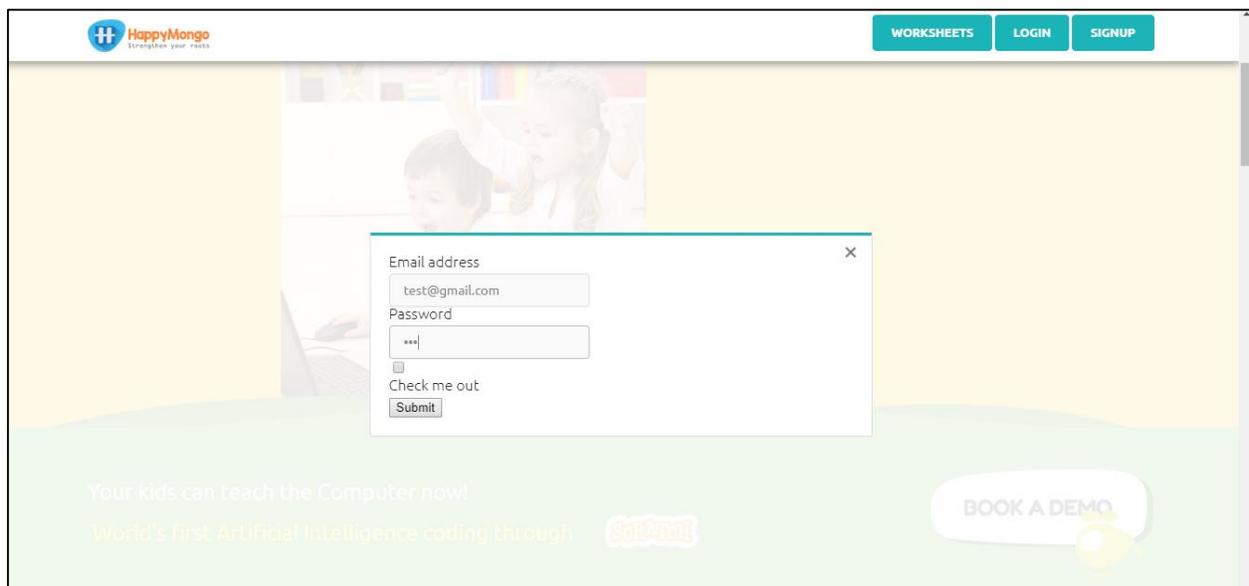
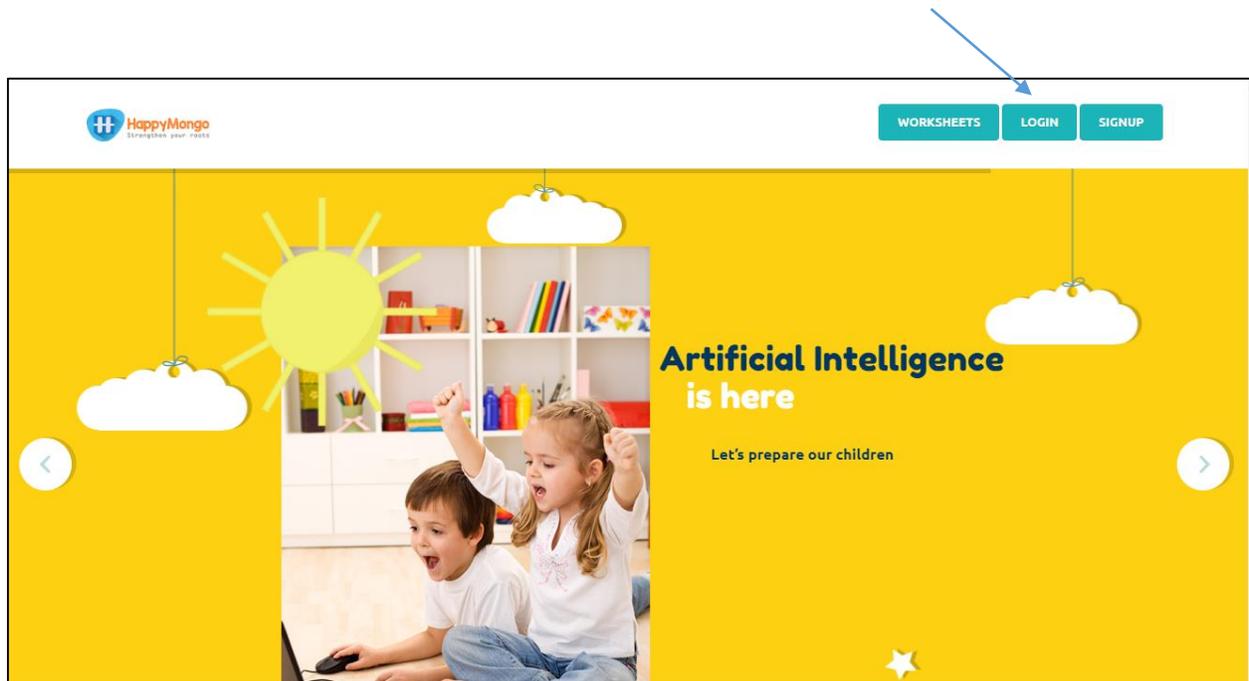
3. Click on “AI/ML” button.



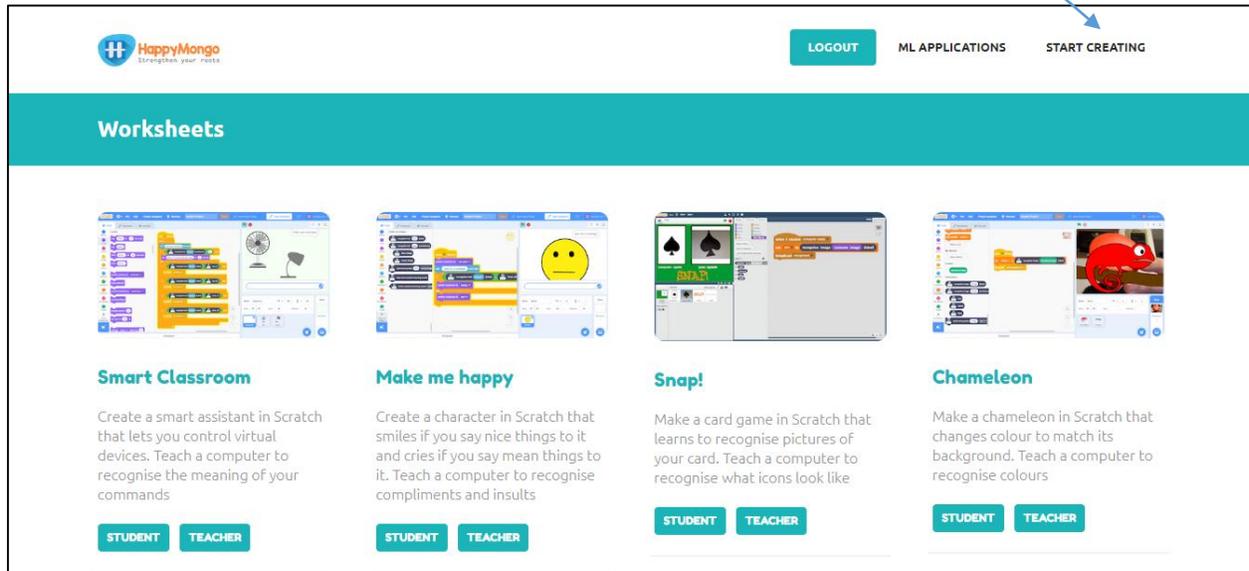
4. Click on **“Signup”** button. Enter all your details. Click on **“Submit”** button.



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



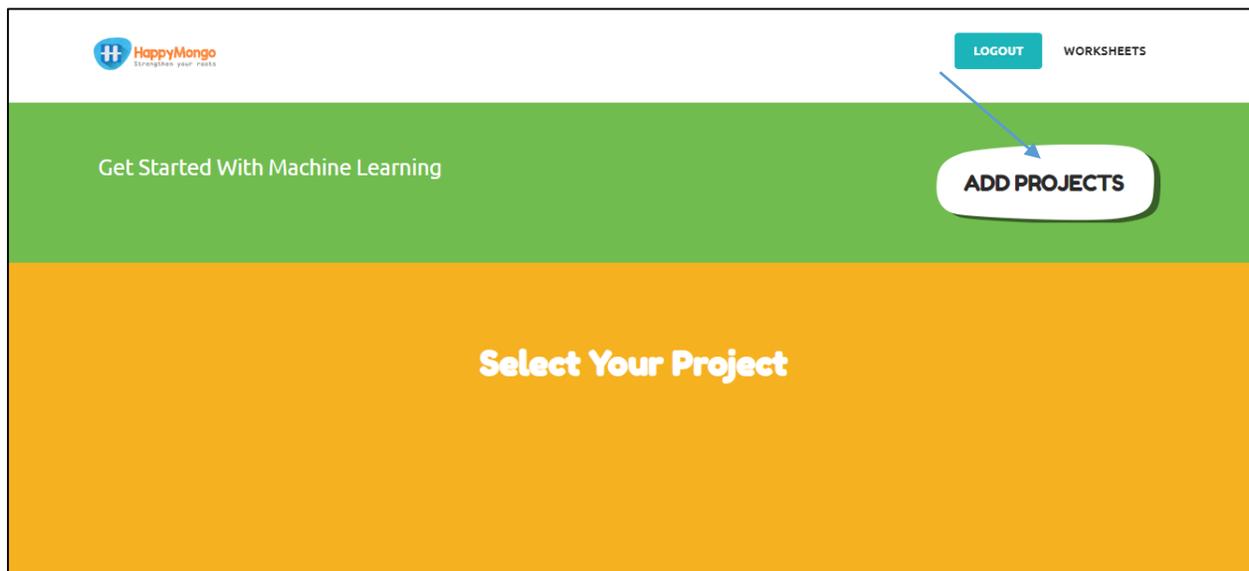
6. Click on “**Start creating**” button on the top menu bar.



The screenshot shows the HappyMango website interface. At the top, there is a navigation bar with the HappyMango logo on the left and three buttons: 'LOGOUT', 'ML APPLICATIONS', and 'START CREATING'. A blue arrow points to the 'START CREATING' button. Below the navigation bar is a teal header with the word 'Worksheets'. The main content area displays four project cards, each with a Scratch project thumbnail, a title, a description, and two buttons labeled 'STUDENT' and 'TEACHER'.

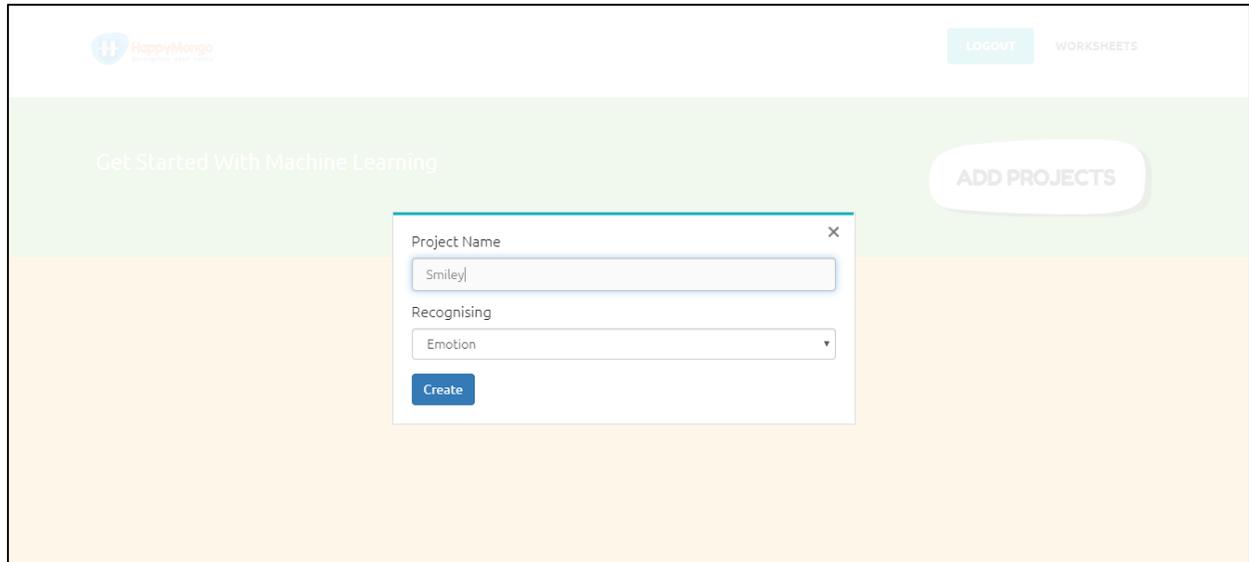
Project Name	Description	STUDENT	TEACHER
Smart Classroom	Create a smart assistant in Scratch that lets you control virtual devices. Teach a computer to recognise the meaning of your commands	STUDENT	TEACHER
Make me happy	Create a character in Scratch that smiles if you say nice things to it and cries if you say mean things to it. Teach a computer to recognise compliments and insults	STUDENT	TEACHER
Snap!	Make a card game in Scratch that learns to recognise pictures of your card. Teach a computer to recognise what icons look like	STUDENT	TEACHER
Chameleon	Make a chameleon in Scratch that changes colour to match its background. Teach a computer to recognise colours	STUDENT	TEACHER

7. Click on “**Add Projects**” button.

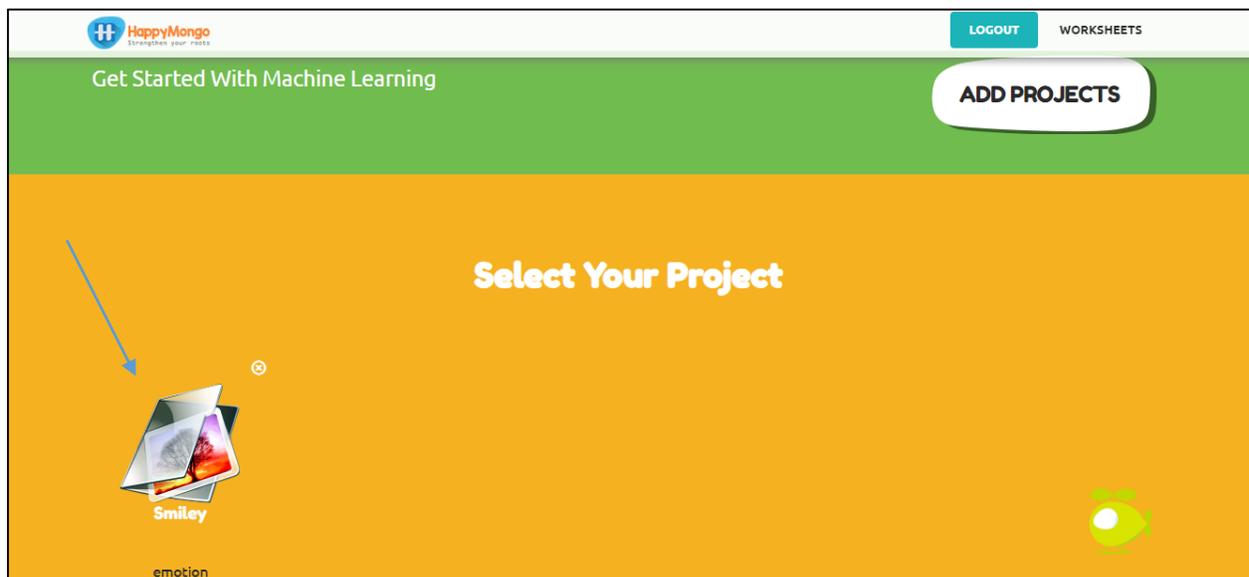


The screenshot shows the HappyMango website interface. At the top, there is a navigation bar with the HappyMango logo on the left and two buttons: 'LOGOUT' and 'WORKSHEETS'. A blue arrow points to the 'ADD PROJECTS' button, which is located in a white rounded rectangle on a green background. Below the green background is a large orange area with the text 'Select Your Project'.

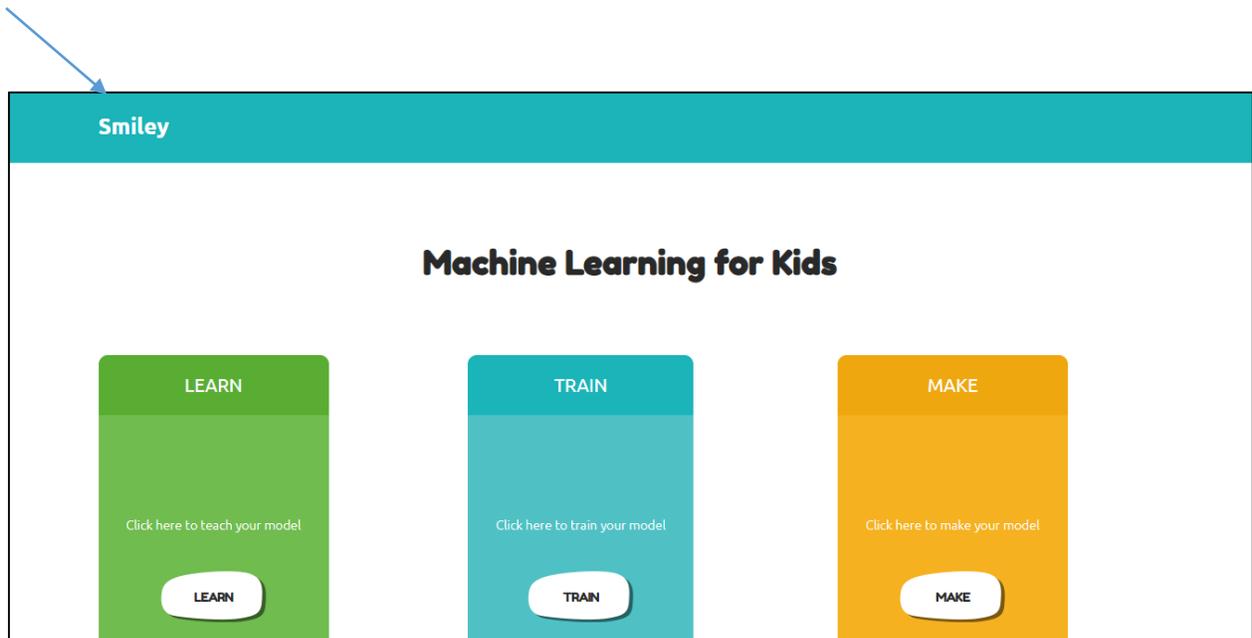
8. Name your project “Smiley” and set it to learn how to recognize “emotion” format. Click the “Create” button.



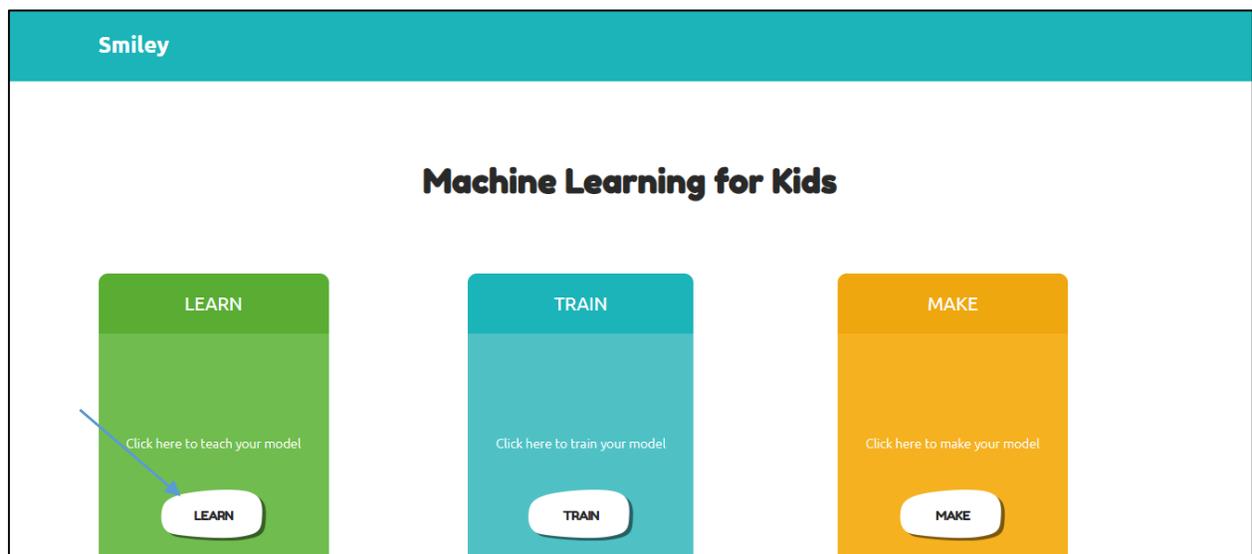
9. Now you can see “Smiley” listed in your projects. Click on it.



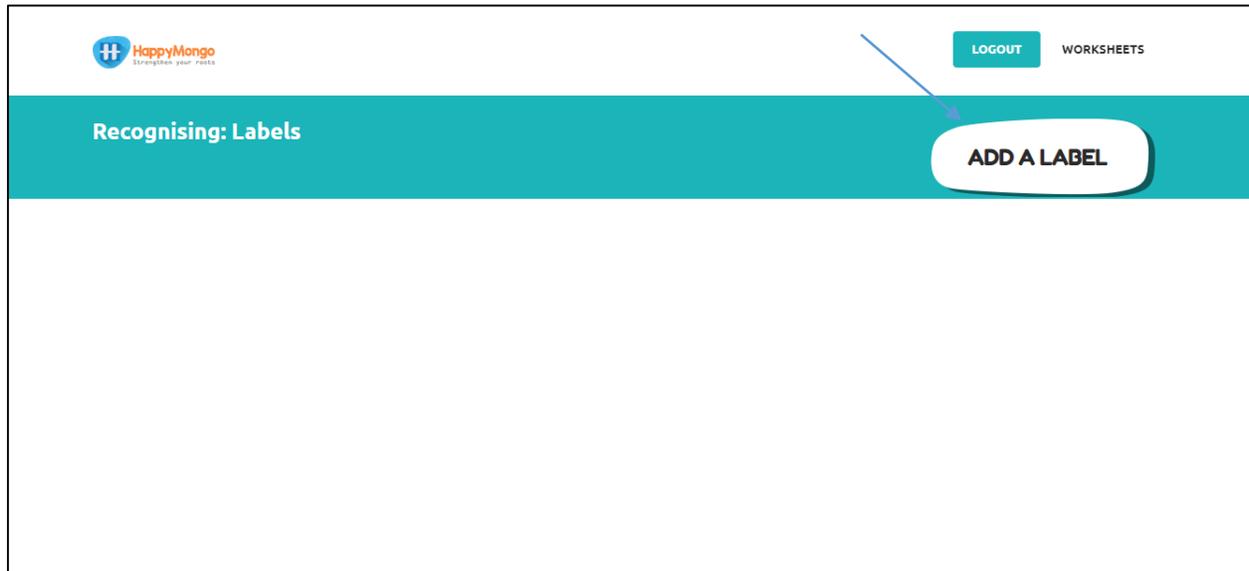
10. Now you can see the project name **“Smiley”** on the title bar.



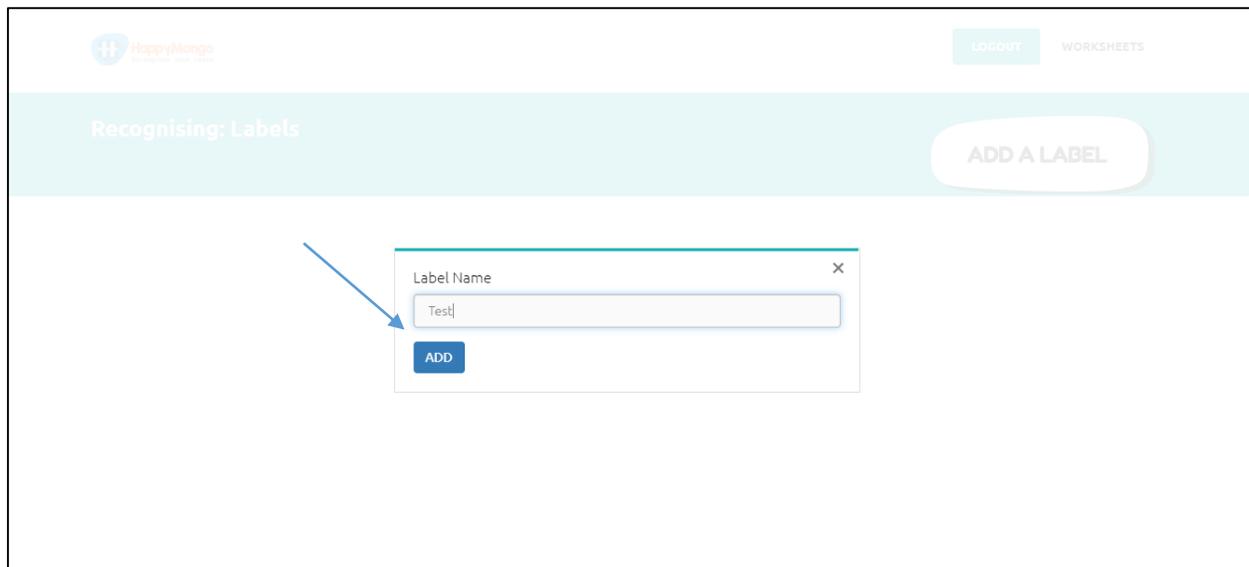
11. Click on **“Learn”** button.



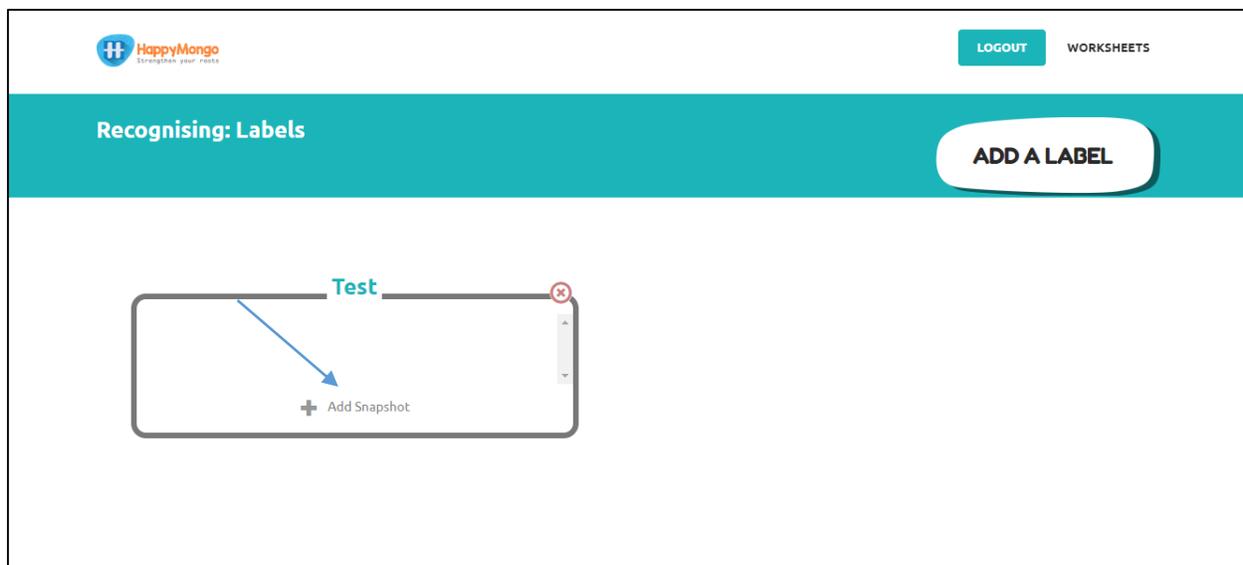
12. Click on **“Add a Label”** button on the top menu bar.



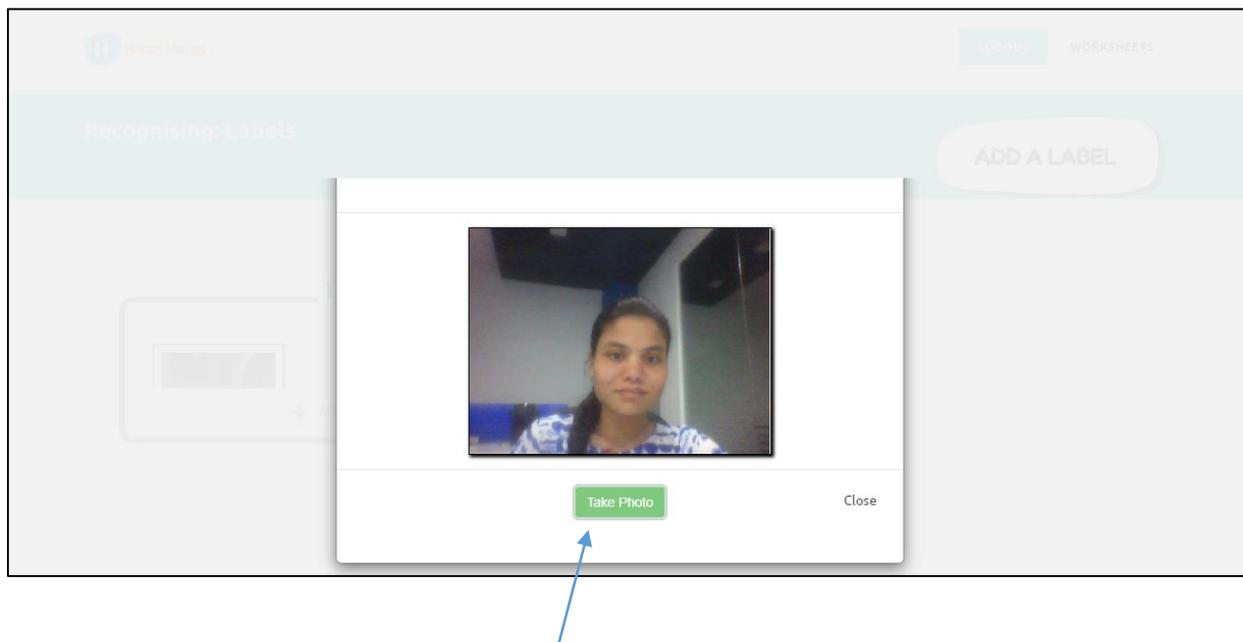
13. Enter the label name in the text box and click on **“Add”** button.



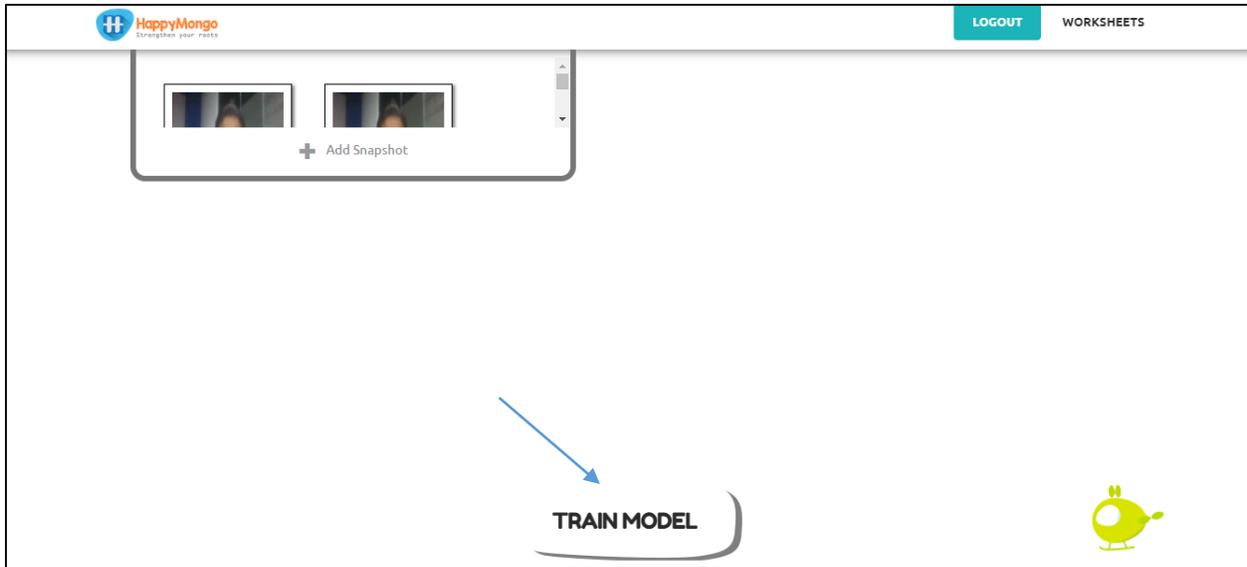
14. Click on **“Add Snapshot”** button.



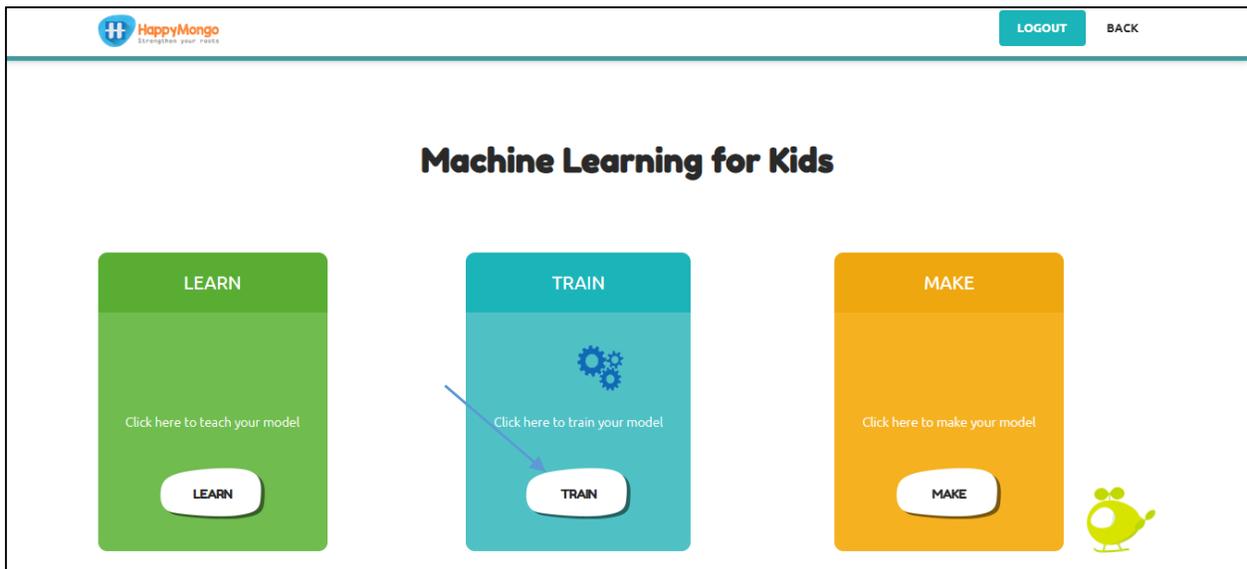
15. Click on **“Take photo”** button. Repeat until you have got five snapshot in test label.



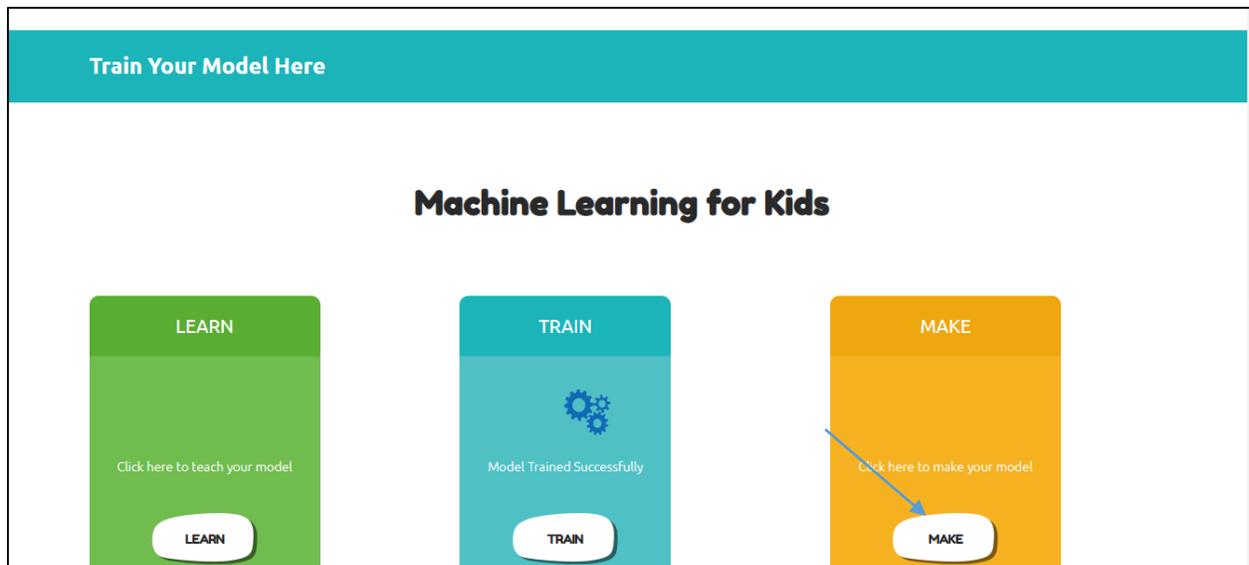
15. Click on **“Train Model”** button.



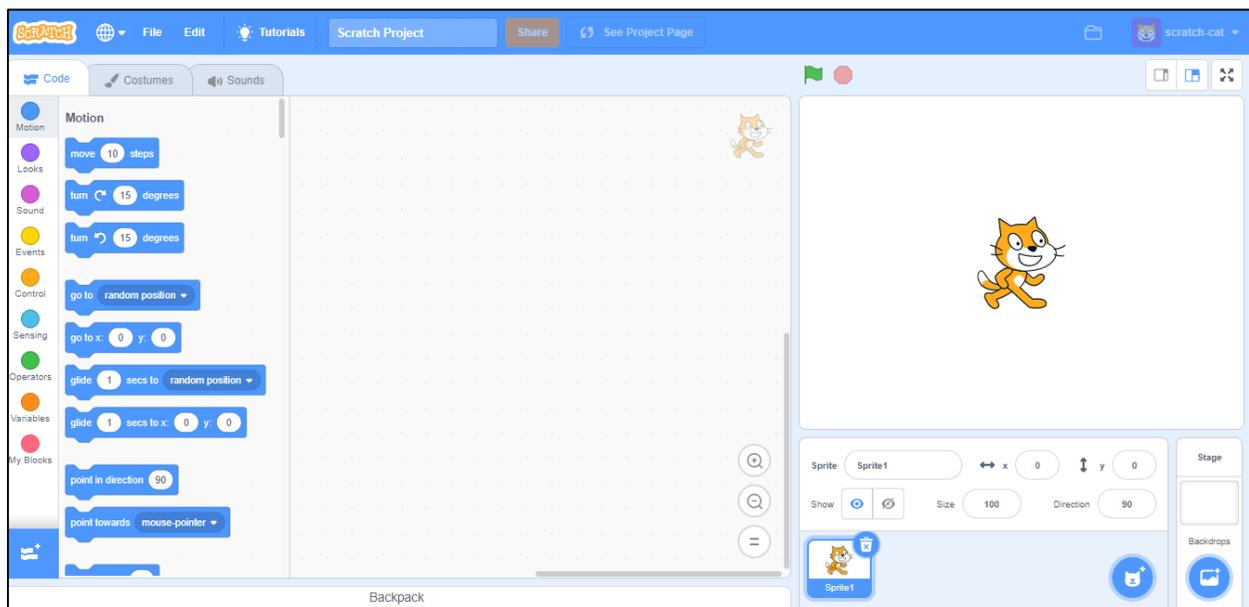
16. Click on the **“Train”** button, it will train your model.



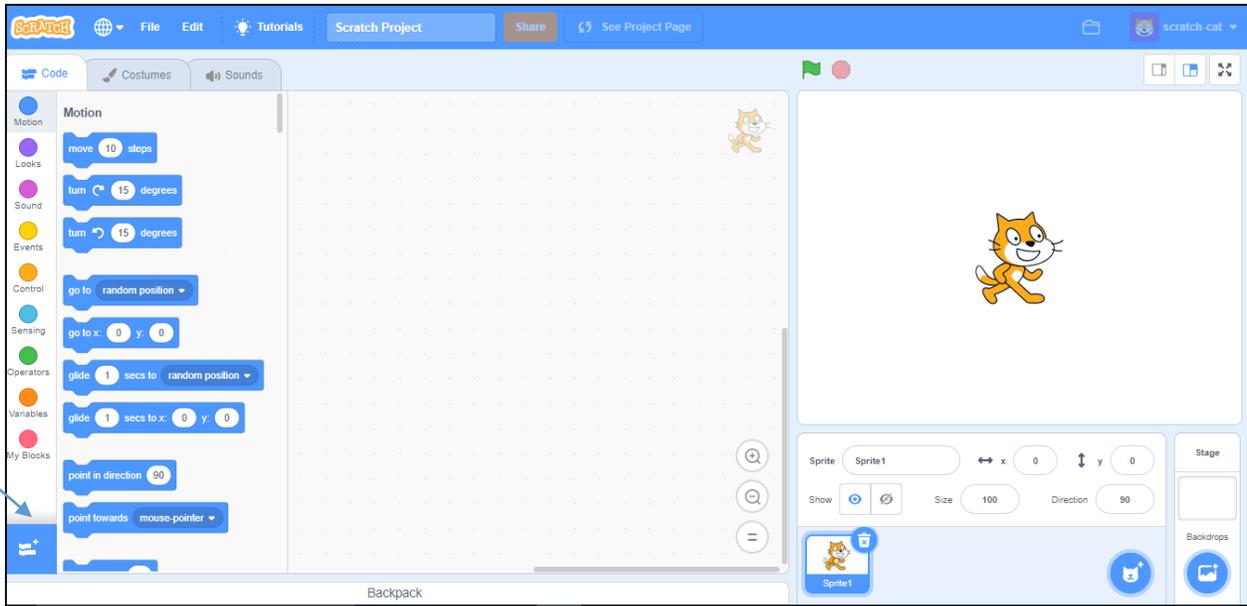
17. Start by getting a project ready in Scratch. Click **“Make”**



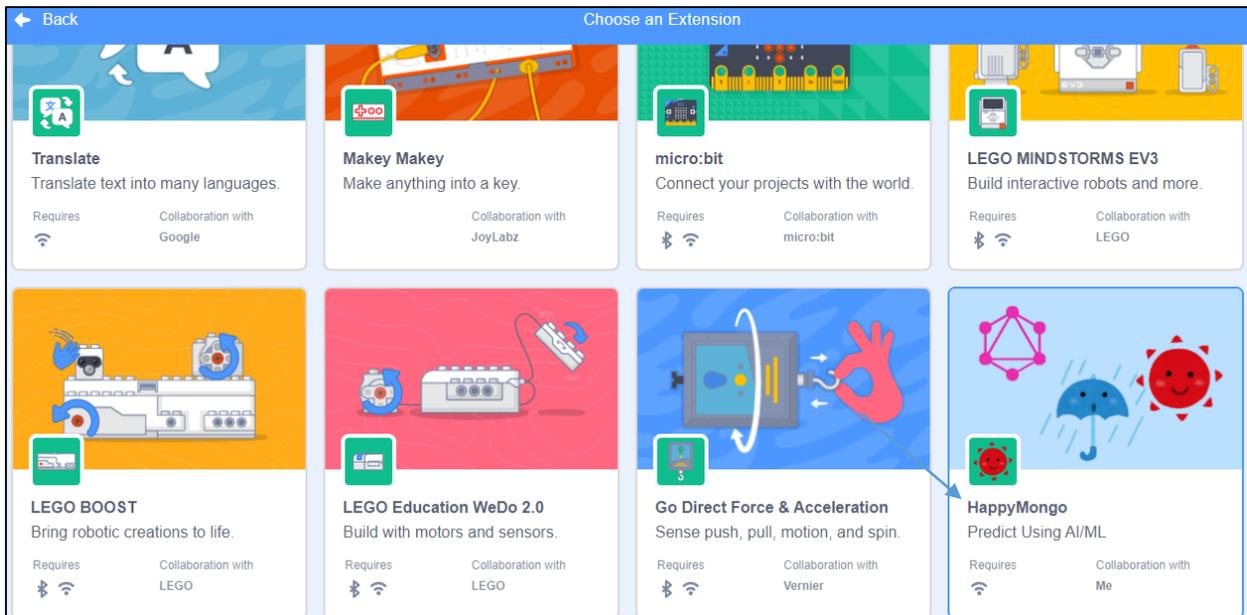
18. The Scratch editor will open.



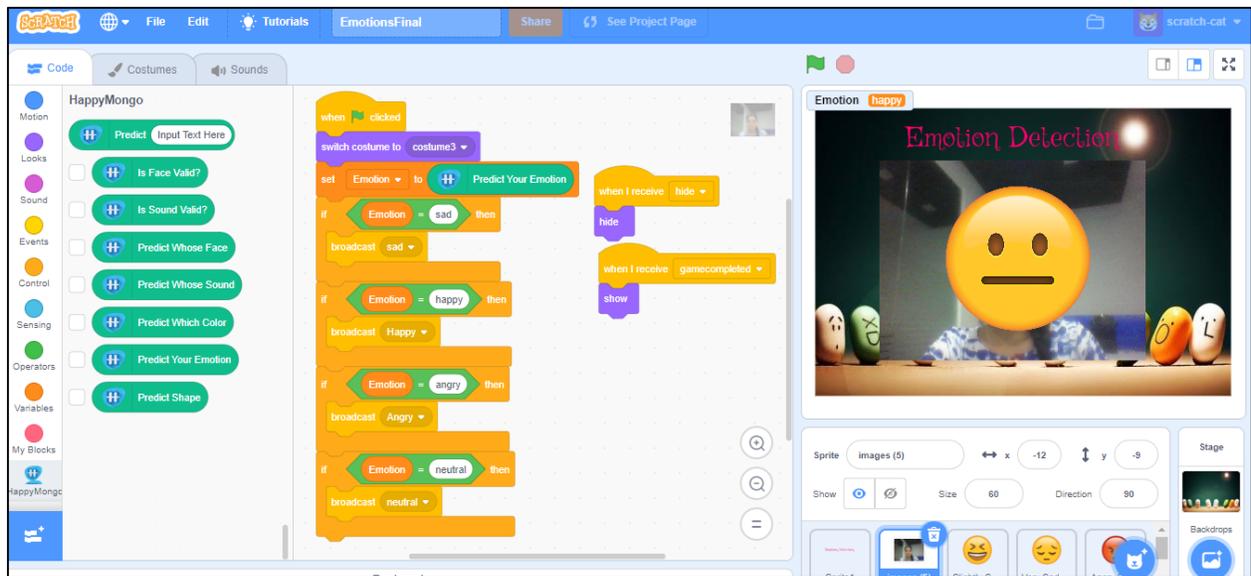
19. Click on the “**Extensions**” below.



20. Click on **“HappyMongo”** extensions.

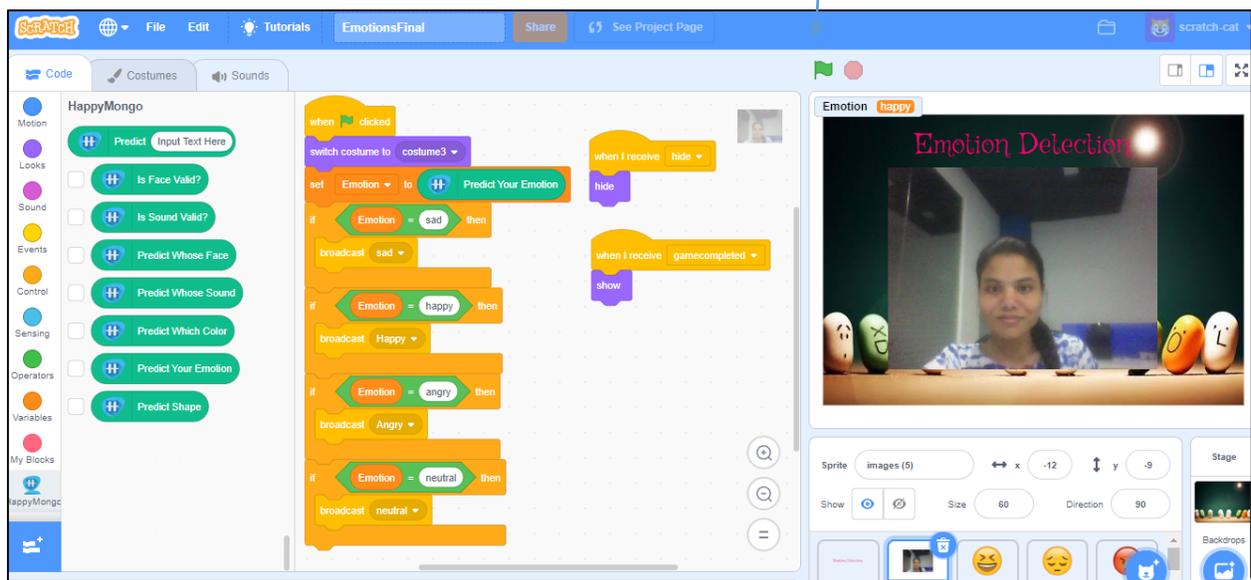


21. Click the **“code”** tab and enter the following script.



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.



Scratch EmotionsFinal Share See Project Page

Code Costumes Sounds

HappyMongoo

- Predict Input Text Here
- Is Face Valid?
- Is Sound Valid?
- Predict Whose Face
- Predict Whose Sound
- Predict Which Color
- Predict Your Emotion
- Predict Shape

```
when clicked
  switch costume to costume3
  set Emotion to Predict Your Emotion
  if Emotion = sad then
    broadcast sad
  if Emotion = happy then
    broadcast Happy
  if Emotion = angry then
    broadcast Angry
  if Emotion = neutral then
    broadcast neutral
```

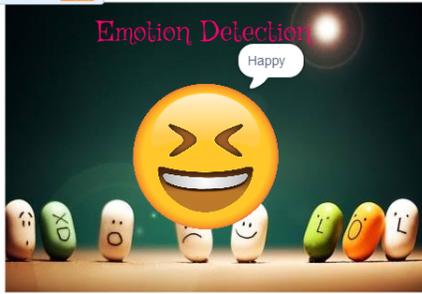
when I receive hide

hide

when I receive gamecompleted

show

Emotion happy



Sprite images (5) x -12 y -9

Show Size 60 Direction 90

Stage Backdrops

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