

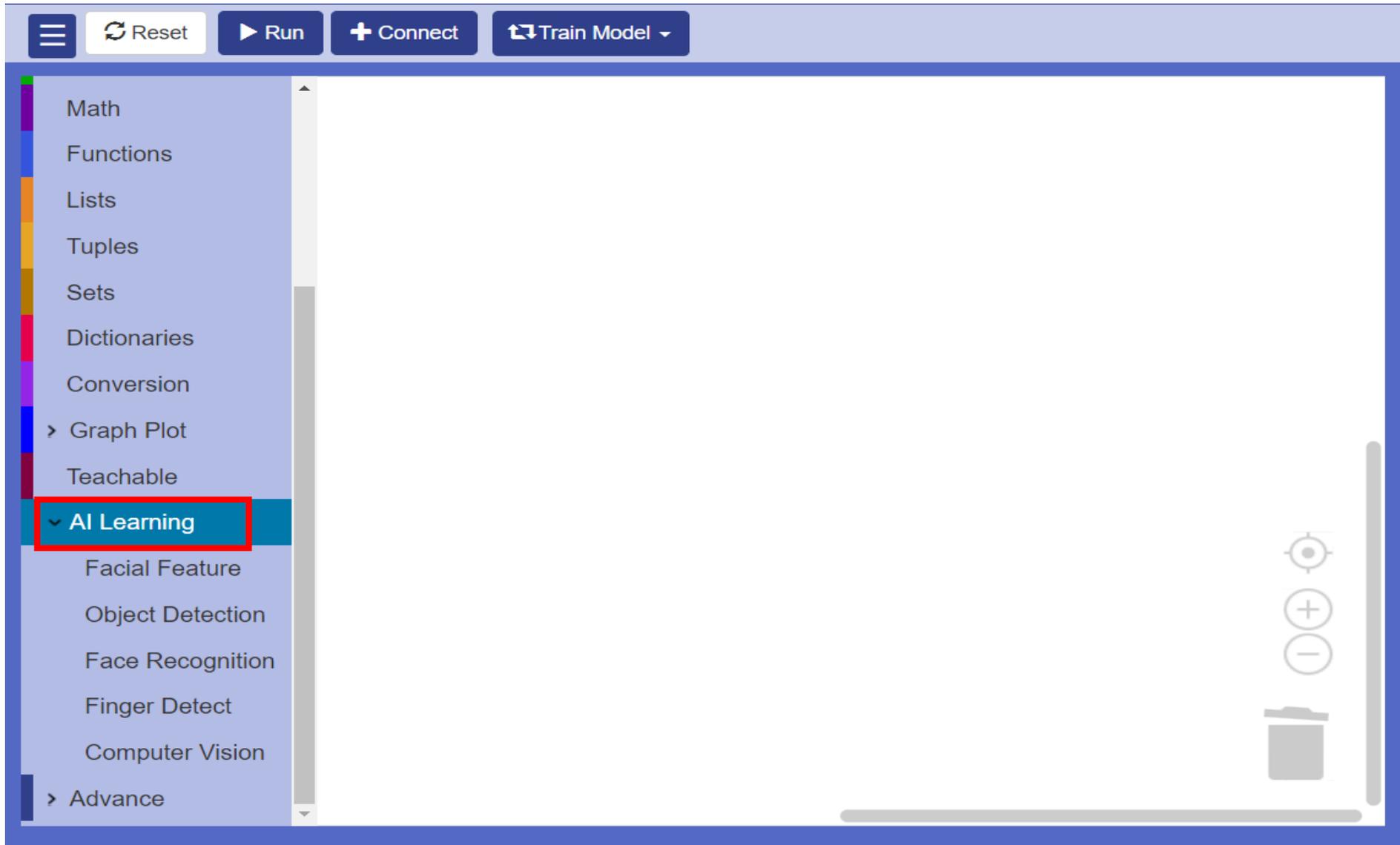


AI Connect



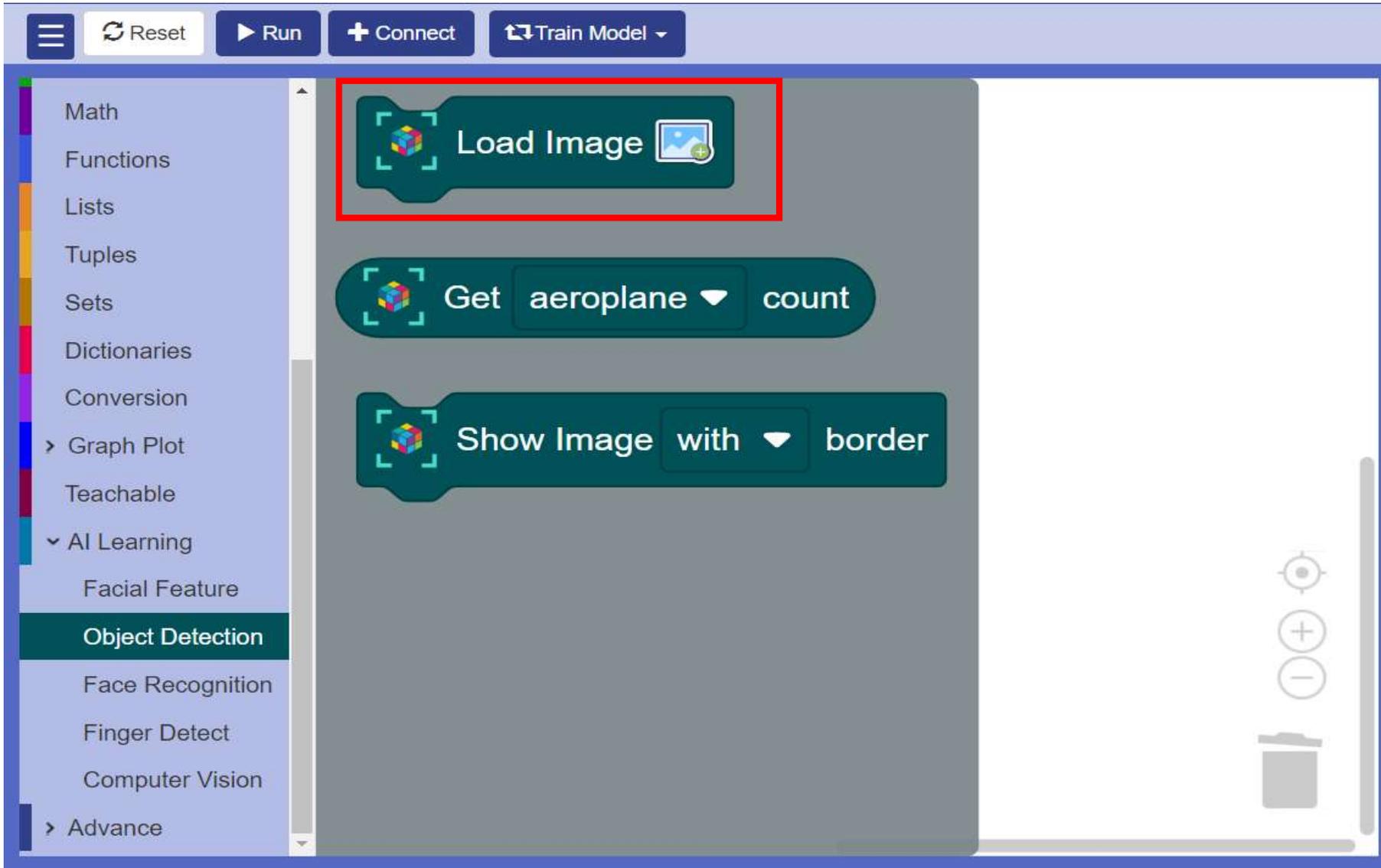
Activity: Count the no. of Cars in the image.

STEP 1: Go to AI Learning



Activity: Count the no. of Cars in the image.

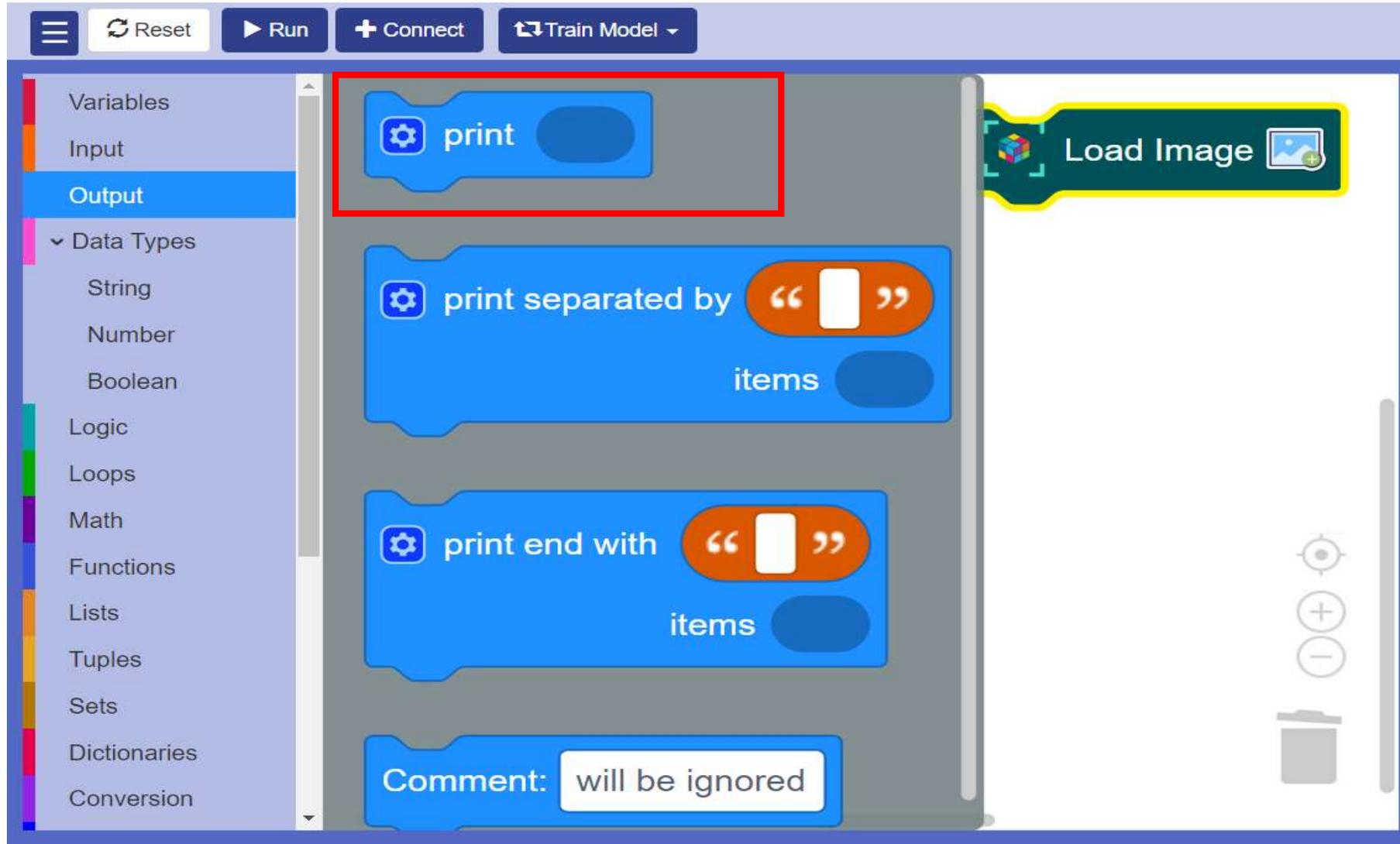
STEP 2: Select Load Image



The screenshot displays the STEMROBO AI Learning interface. At the top, there is a navigation bar with buttons for 'Reset', 'Run', 'Connect', and 'Train Model'. On the left, a sidebar lists various categories: Math, Functions, Lists, Tuples, Sets, Dictionaries, Conversion, Graph Plot, Teachable, AI Learning, and Advance. The 'AI Learning' category is expanded, showing sub-options: Facial Feature, Object Detection, Face Recognition, Finger Detect, and Computer Vision. The 'Object Detection' category is selected and highlighted. The main workspace contains three blocks: 'Load Image' (highlighted with a red box), 'Get aeroplane count', and 'Show Image with border'. The 'Load Image' block is a dark green block with a camera icon and a plus sign. The 'Get aeroplane count' block is a dark green block with a camera icon, the text 'Get aeroplane', a dropdown arrow, and the text 'count'. The 'Show Image with border' block is a dark green block with a camera icon, the text 'Show Image', a dropdown arrow, and the text 'border'. On the right side of the workspace, there are three circular icons: a camera, a plus sign, and a minus sign, and a trash can icon at the bottom.

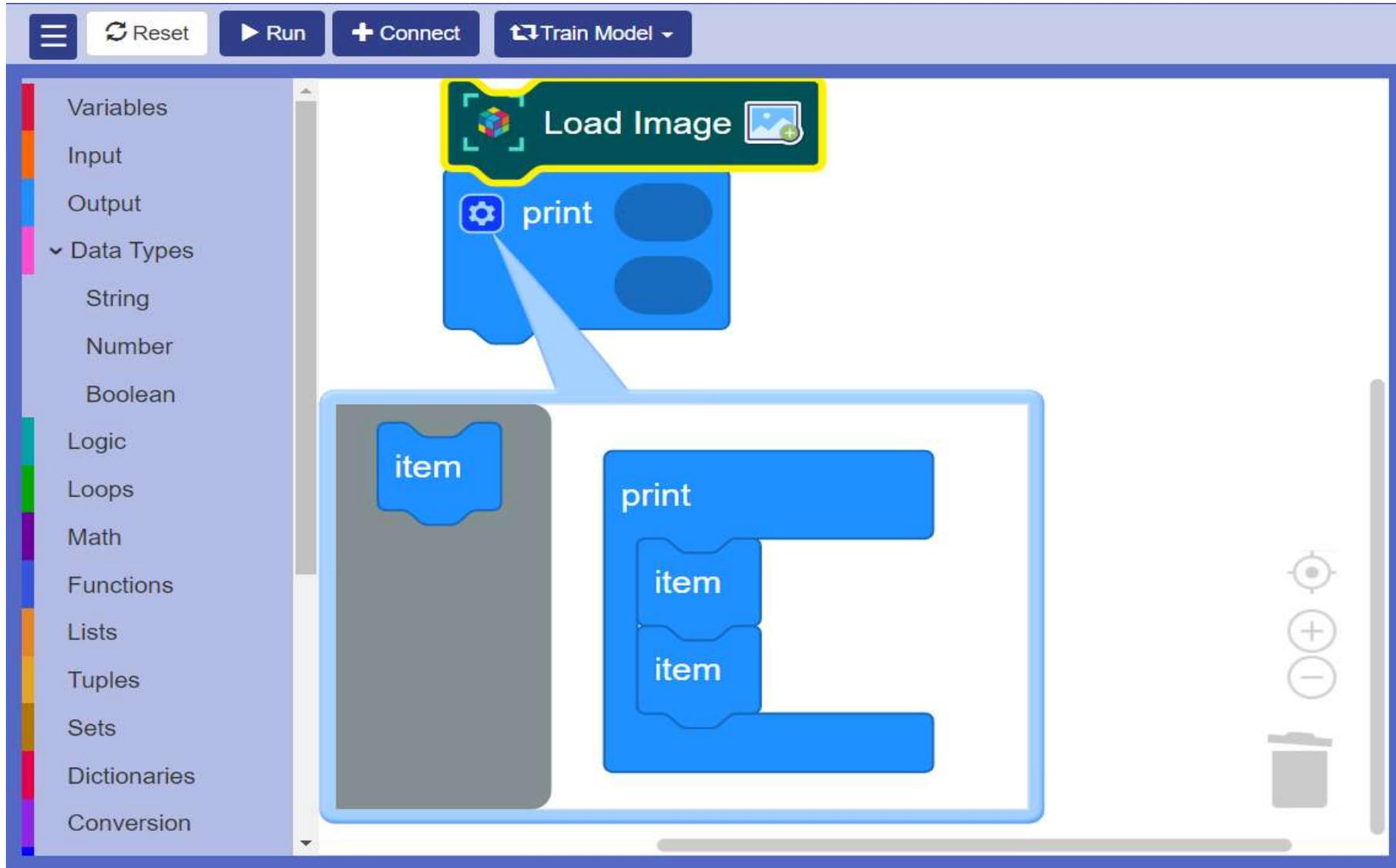
Activity: Count the no. of Cars in the image.

STEP 3: Go to output and select **print** block.



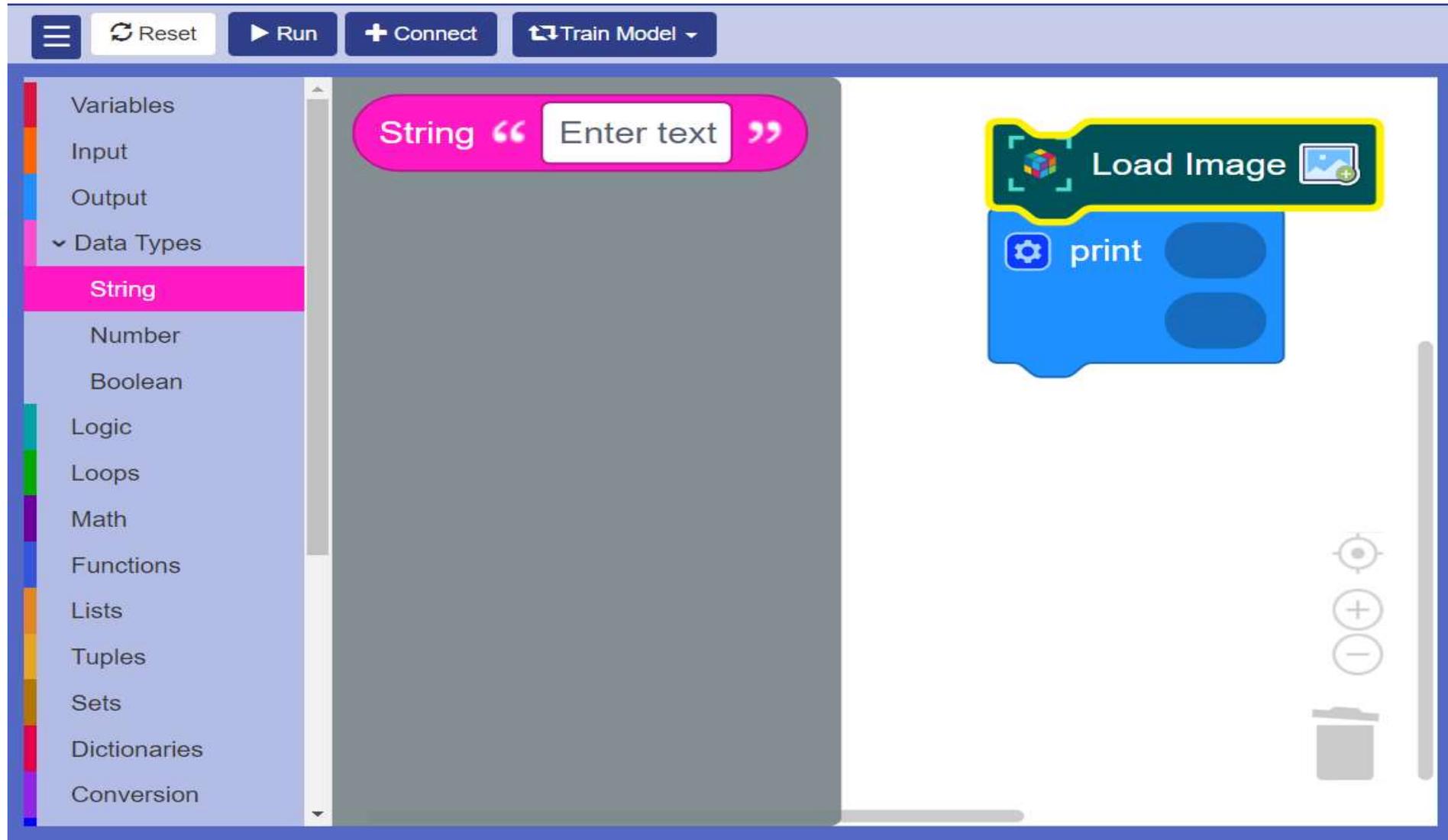
Activity: Count the no. of Cars in the image.

STEP 4: Click on Settings icon >> Drag and Add one more item.



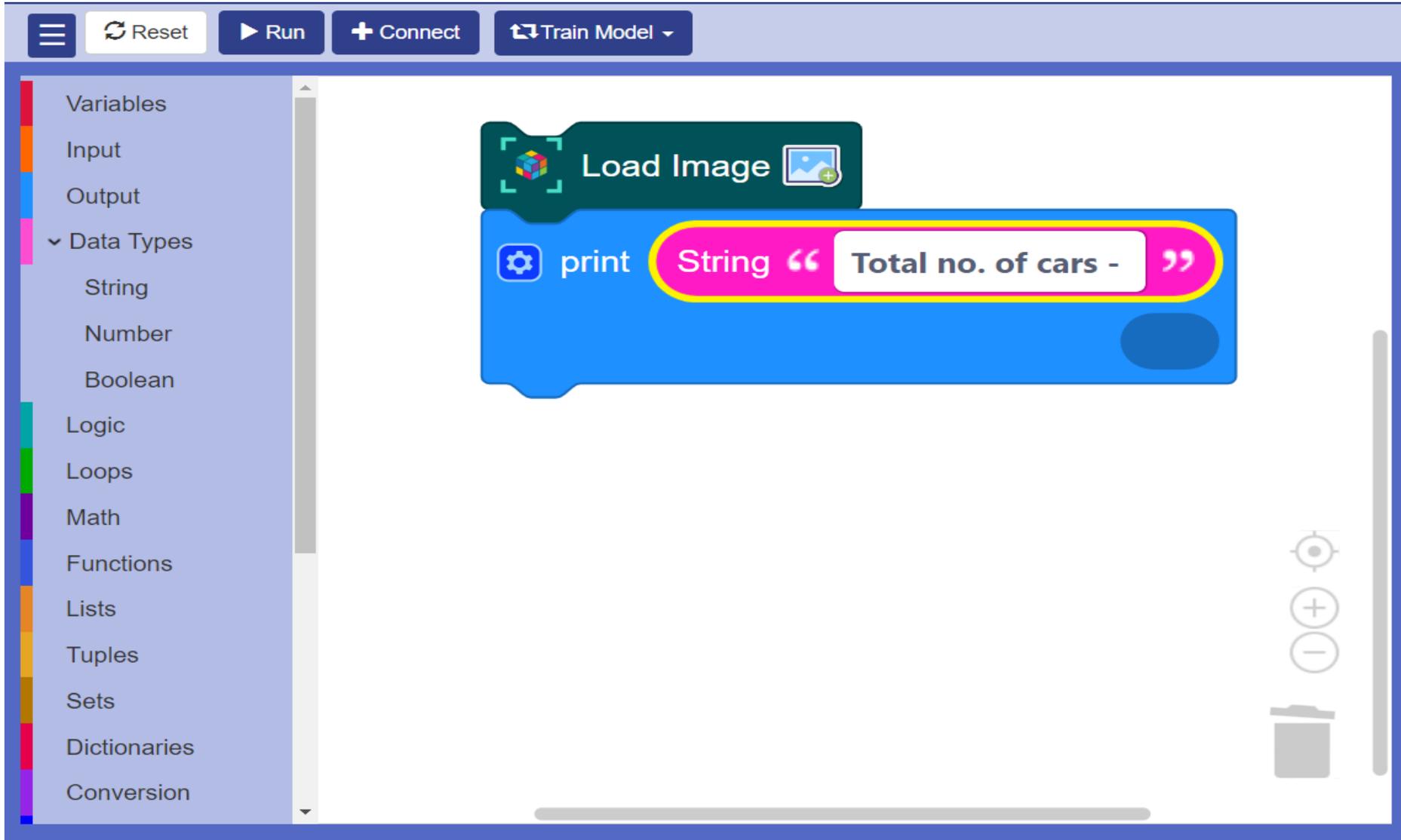
Activity: Count the no. of Cars in the image.

STEP 5: Select Data Types – String block



Activity: Count the no. of Cars in the image.

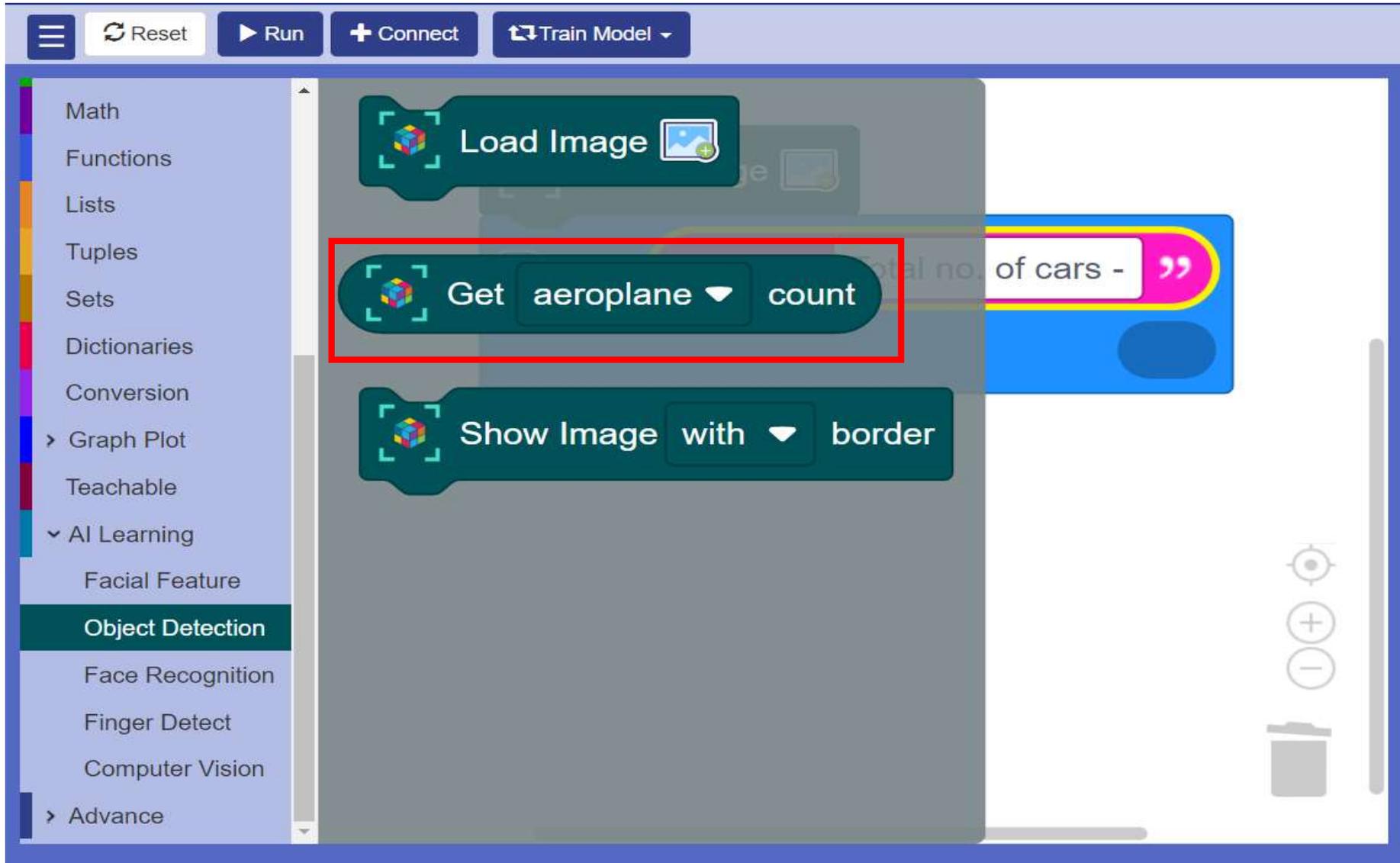
STEP 6: Enter text – Total no. of cars -



The screenshot displays a programming interface with a top toolbar containing 'Reset', 'Run', 'Connect', and 'Train Model' buttons. On the left, a category menu lists 'Variables', 'Input', 'Output', 'Data Types' (expanded to show 'String', 'Number', 'Boolean'), 'Logic', 'Loops', 'Math', 'Functions', 'Lists', 'Tuples', 'Sets', 'Dictionaries', and 'Conversion'. The main workspace contains two blocks: a dark green 'Load Image' block and a blue 'print' block. The 'print' block's text field contains the string 'Total no. of cars -'.

Activity: Count the no. of Cars in the image.

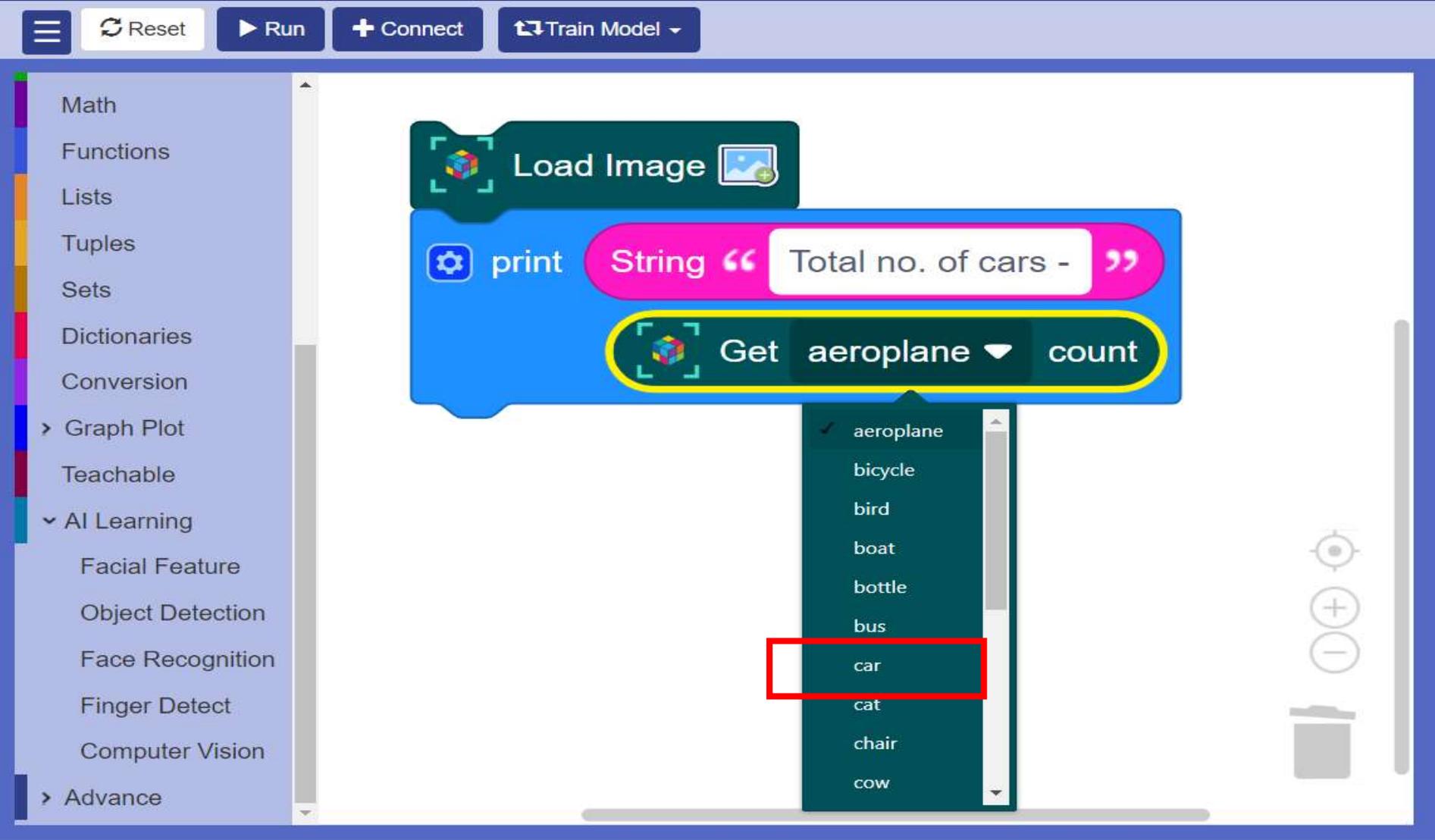
STEP 7: Select Get aeroplane count



The screenshot displays the STEMROBO AI Learning interface. At the top, there are control buttons: a menu icon, 'Reset', 'Run', 'Connect', and 'Train Model'. On the left, a sidebar lists various categories: Math, Functions, Lists, Tuples, Sets, Dictionaries, Conversion, Graph Plot, Teachable, AI Learning (expanded), Facial Feature, Object Detection (highlighted), Face Recognition, Finger Detect, Computer Vision, and Advance. The main workspace contains three blocks: 'Load Image', 'Get aeroplane count' (highlighted with a red box), and 'Show Image with border'. A text input field on the right contains 'total no. of cars - ' and a quote icon. On the bottom right, there are icons for a camera, zoom in (+), zoom out (-), and a trash can.

Activity: Count the no. of Cars in the image.

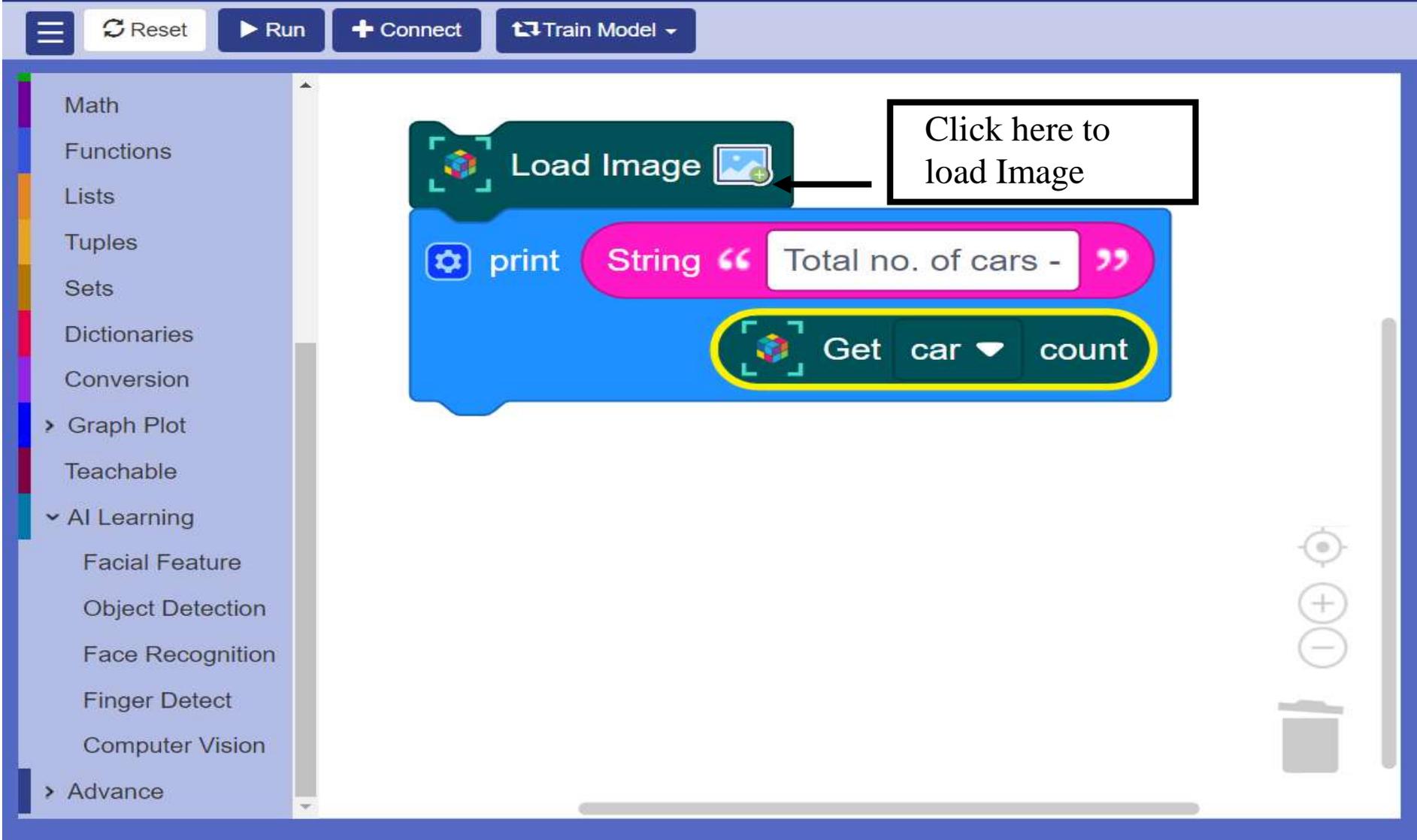
STEP 8: Select **car** in drop down menu.



The screenshot shows a software interface for AI learning. On the left is a sidebar menu with categories: Math, Functions, Lists, Tuples, Sets, Dictionaries, Conversion, Graph Plot, Teachable, AI Learning (expanded), Facial Feature, Object Detection, Face Recognition, Finger Detect, Computer Vision, and Advance. The main workspace contains a script with three blocks: a 'Load Image' block, a 'print' block with the text 'Total no. of cars -', and a 'Get' block. The 'Get' block has a dropdown menu open, listing various object categories: aeroplane (checked), bicycle, bird, boat, bottle, bus, car (highlighted with a red box), cat, chair, and cow. The top toolbar includes 'Reset', 'Run', 'Connect', and 'Train Model' buttons.

Activity: Count the no. of Cars in the image.

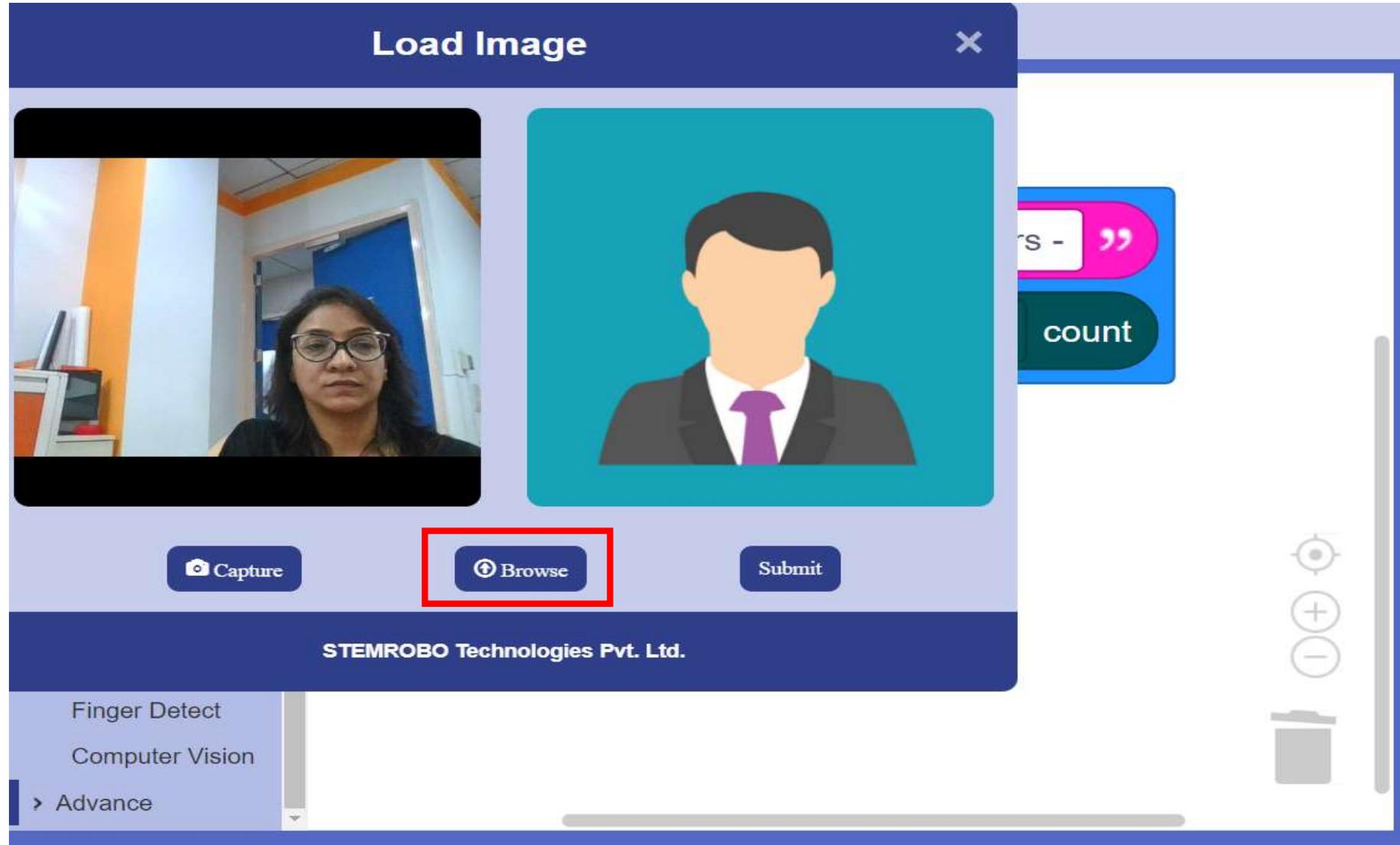
STEP 9: Click on Load Image



The screenshot shows the STEMROBO AI Learning interface. At the top, there are buttons for 'Reset', 'Run', 'Connect', and 'Train Model'. On the left, a sidebar lists various categories: Math, Functions, Lists, Tuples, Sets, Dictionaries, Conversion, Graph Plot, Teachable, AI Learning (expanded), Facial Feature, Object Detection, Face Recognition, Finger Detect, Computer Vision, and Advance. The main workspace contains a code block with three blocks: a 'Load Image' block (dark green), a 'print' block (blue) with a string 'Total no. of cars -', and a 'Get car count' block (dark green). A callout box with a black border and white background points to the 'Load Image' block with the text 'Click here to load Image'. The 'Get car count' block is highlighted with a yellow border. On the right side of the workspace, there are icons for a camera, a plus sign, a minus sign, and a trash can.

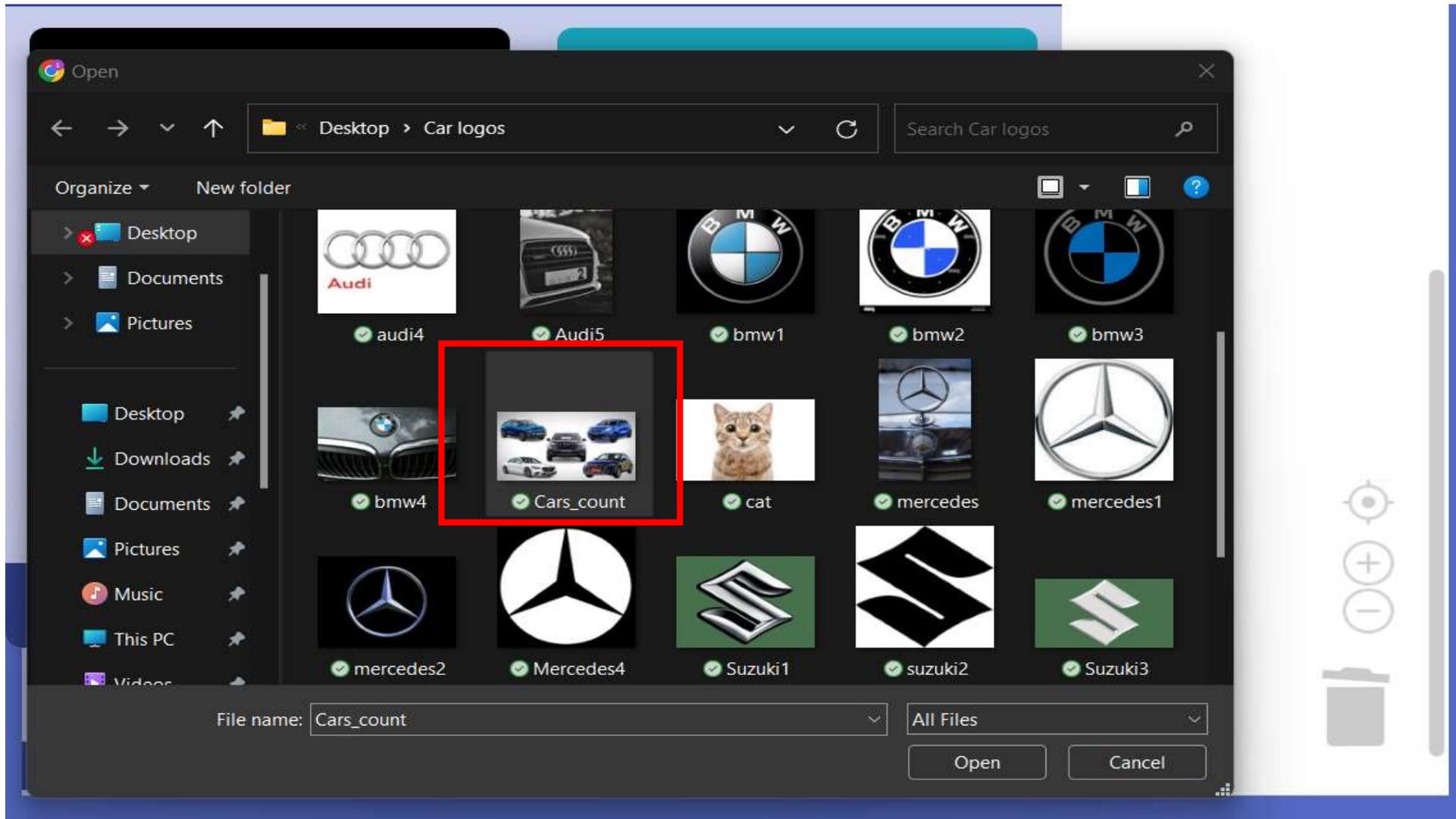
Activity: Count the no. of Cars in the image.

STEP 10: Now click on Browse



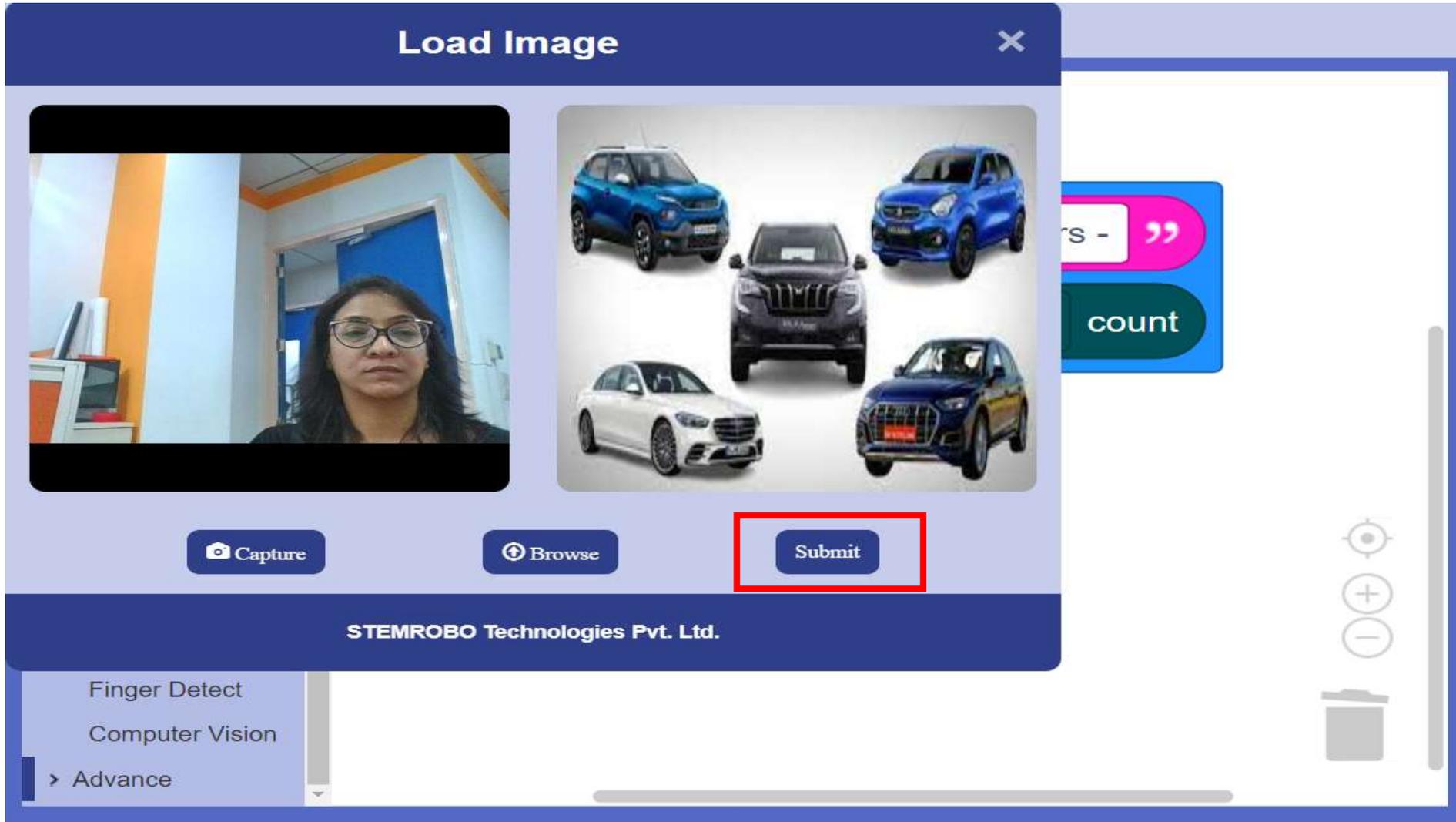
Activity: Count the no. of Cars in the image.

STEP 11: Select the image (we are selecting image with 5 cars).



Activity: Count the no. of Cars in the image.

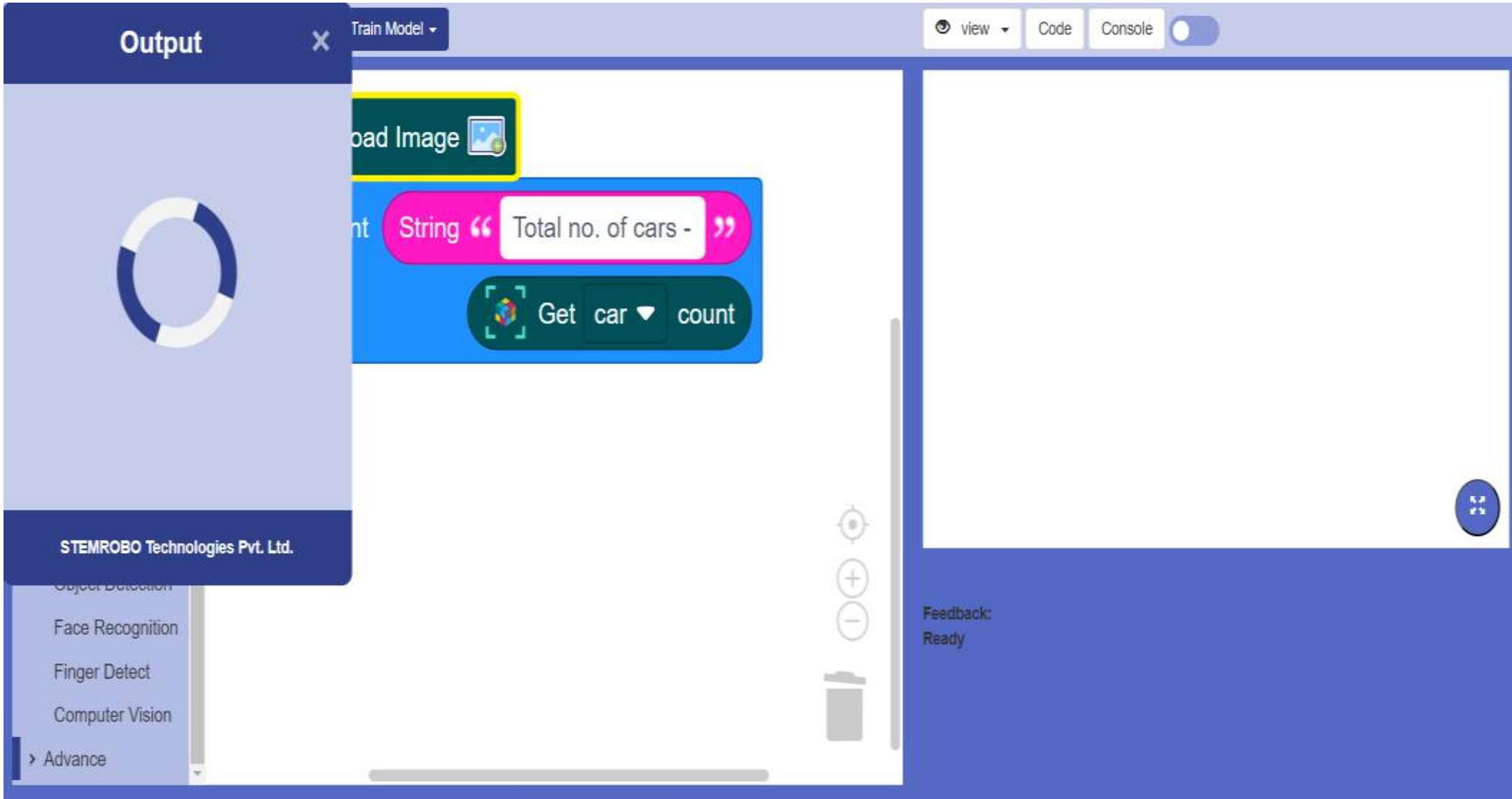
STEP 12: Now click on Submit



The screenshot shows a mobile application interface with a dark blue header titled "Load Image" and a close button (X). The main area is divided into two sections: a video feed on the left showing a woman with glasses, and a grid of five cars on the right. Below the video feed are three buttons: "Capture", "Browse", and "Submit" (highlighted with a red box). Below the car grid are two buttons: "Cars -" and "count". At the bottom, there is a dark blue bar with the text "STEMROBO Technologies Pvt. Ltd." and a sidebar menu with options: "Finger Detect", "Computer Vision", and "> Advance". On the right side, there are several icons for zooming and navigation.

Activity: Count the no. of Cars in the image.

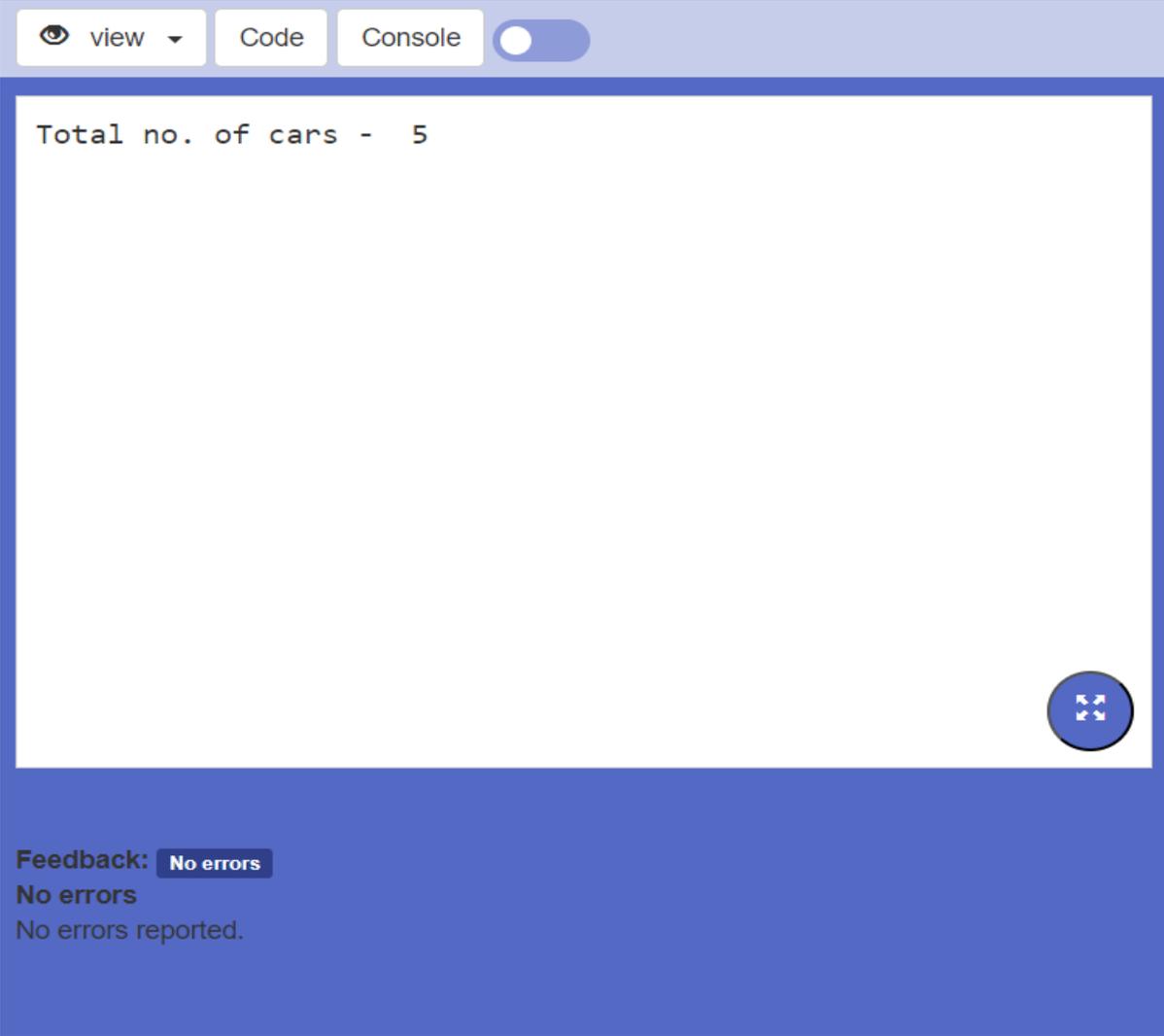
STEP 13: Click on 



The screenshot shows a programming environment with a script editor and an output window. The script in the editor consists of three blocks: a 'Load Image' block (highlighted in yellow), a 'Say' block with the text 'Total no. of cars -', and a 'Get car count' block. The output window on the left displays a loading spinner. The bottom of the interface shows a list of categories: Object Detection, Face Recognition, Finger Detect, Computer Vision, and Advance. The bottom right corner of the environment displays 'Feedback: Ready'.

Activity: Count the no. of Cars in the image.

STEP 14: This is our Output .



```
view Code Console
```

```
Total no. of cars - 5
```

Feedback: **No errors**
No errors
No errors reported.



Thank you!!

