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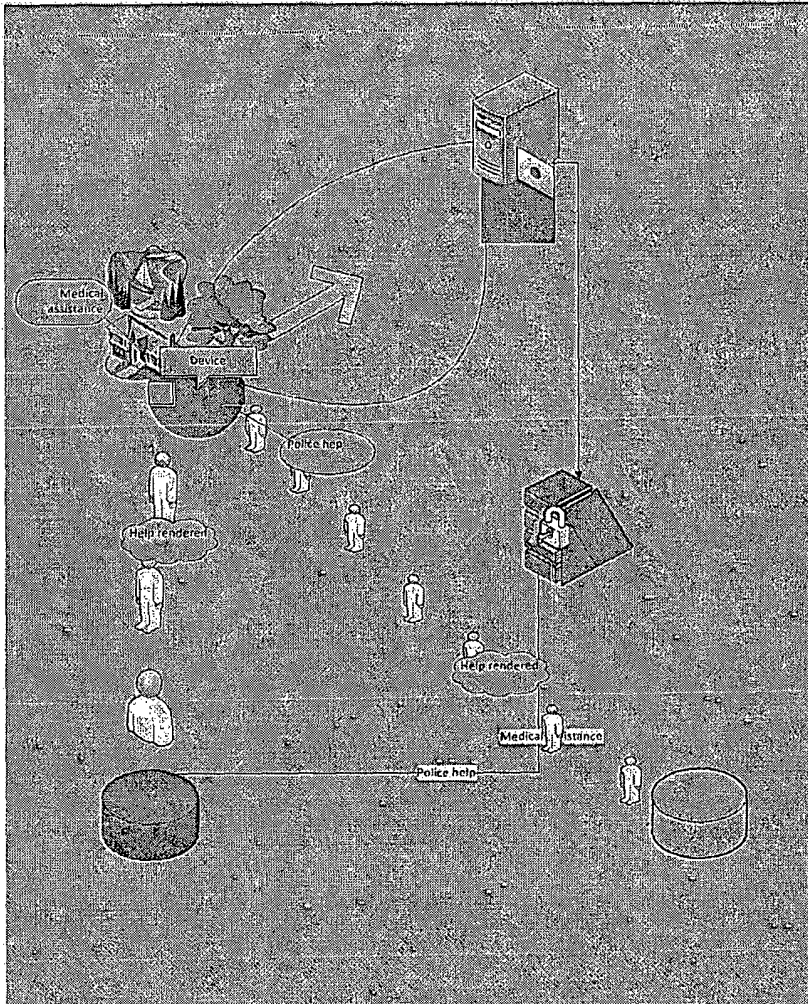


Fig. 1: General block diagram of the system.

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Basic Illustration of Button pressed event

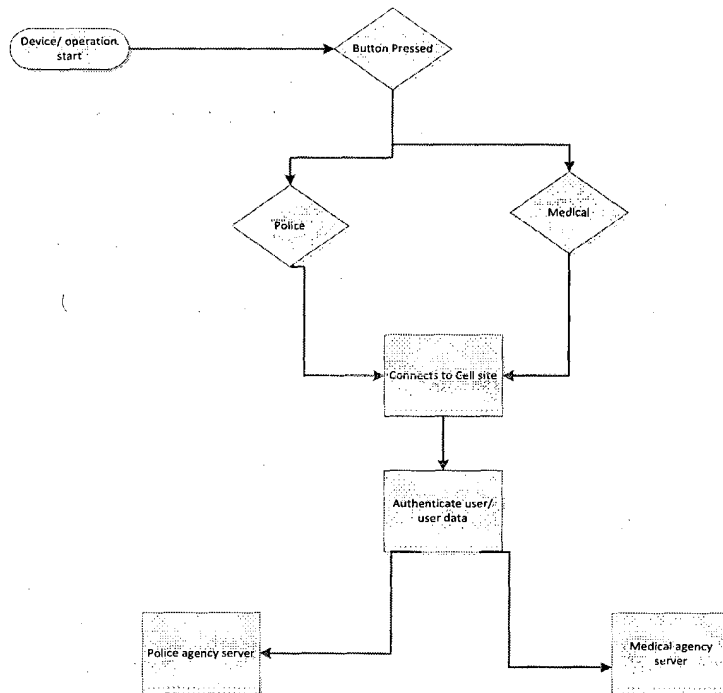


Fig 2: basic illustration of button pressed event

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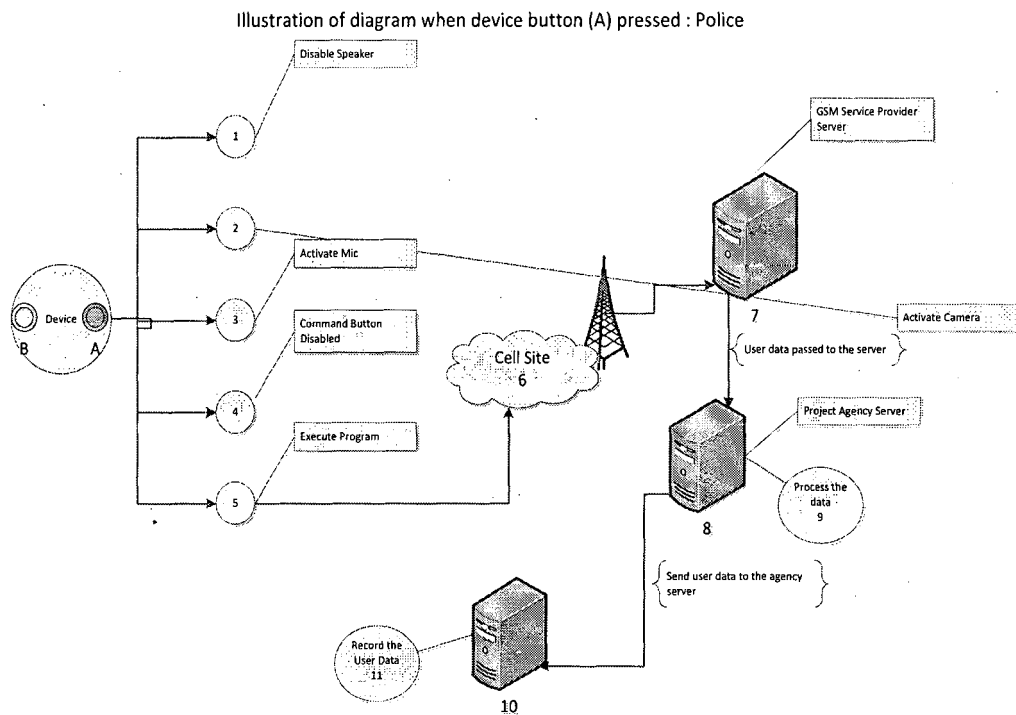


Fig 3A: Illustration of diagram when option (A) button pressed

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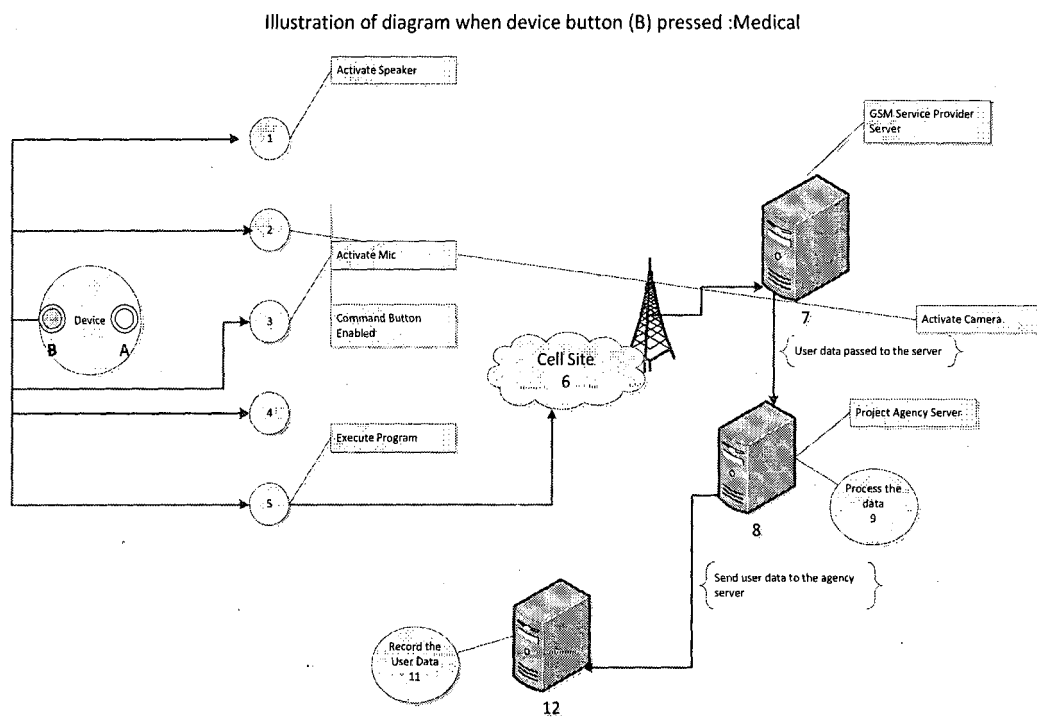


Fig 3B: Illustration of diagram when option (B) button pressed

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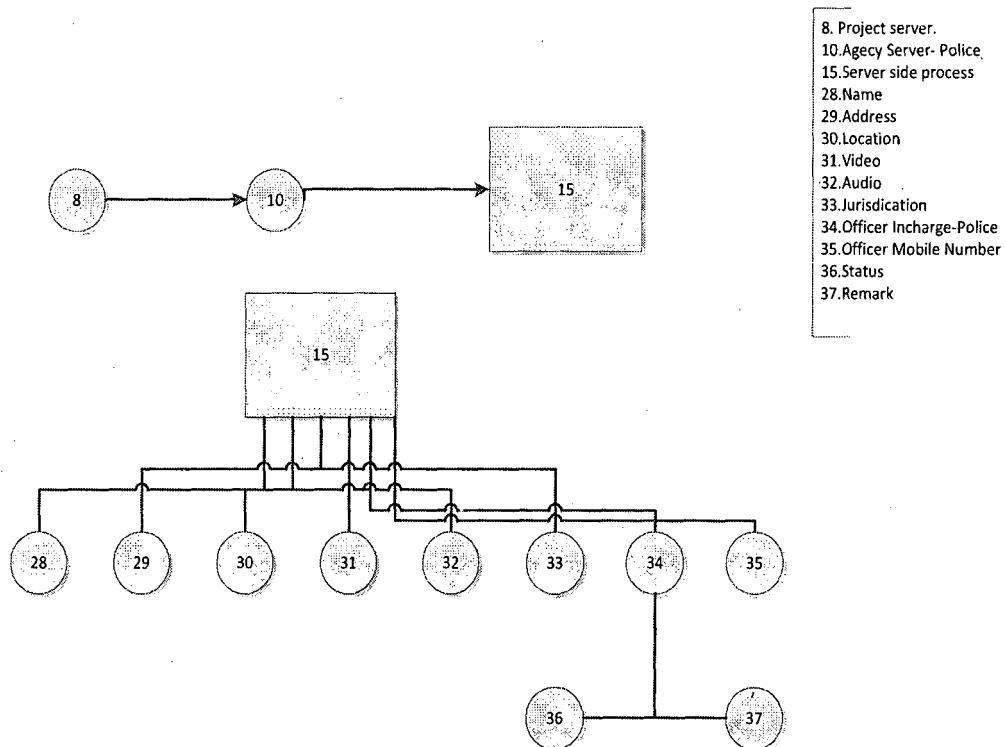


Fig 4 A: Illustration of series of action performed on button pressed (A)

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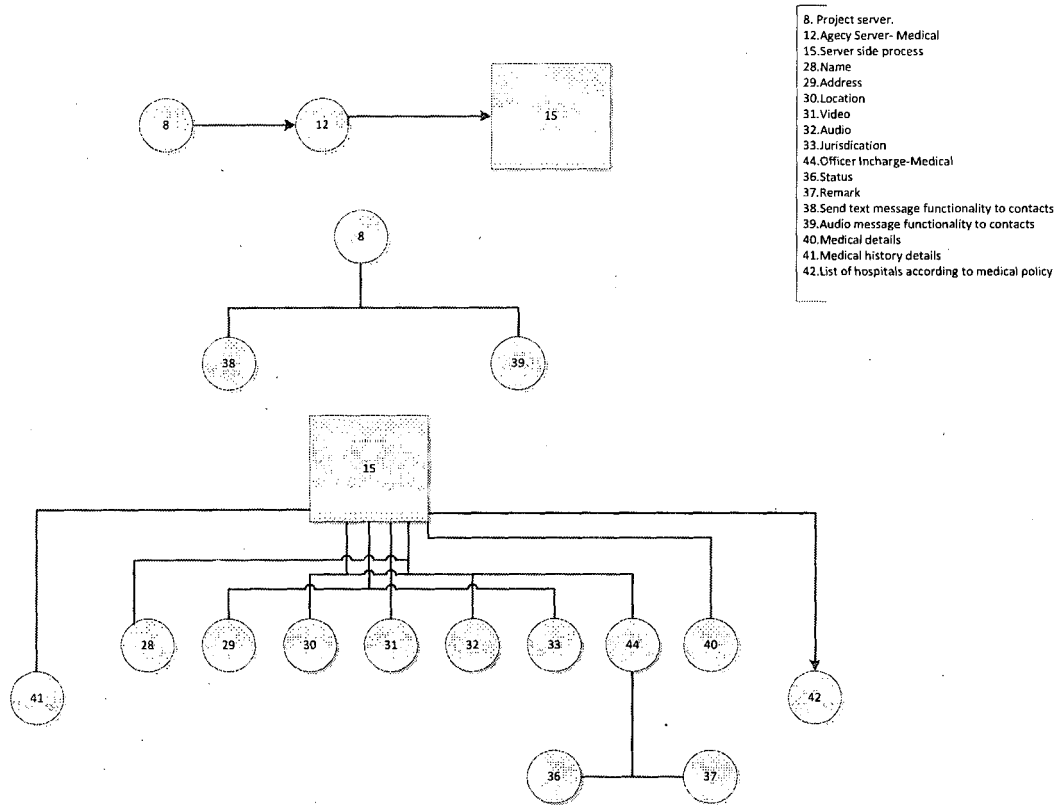
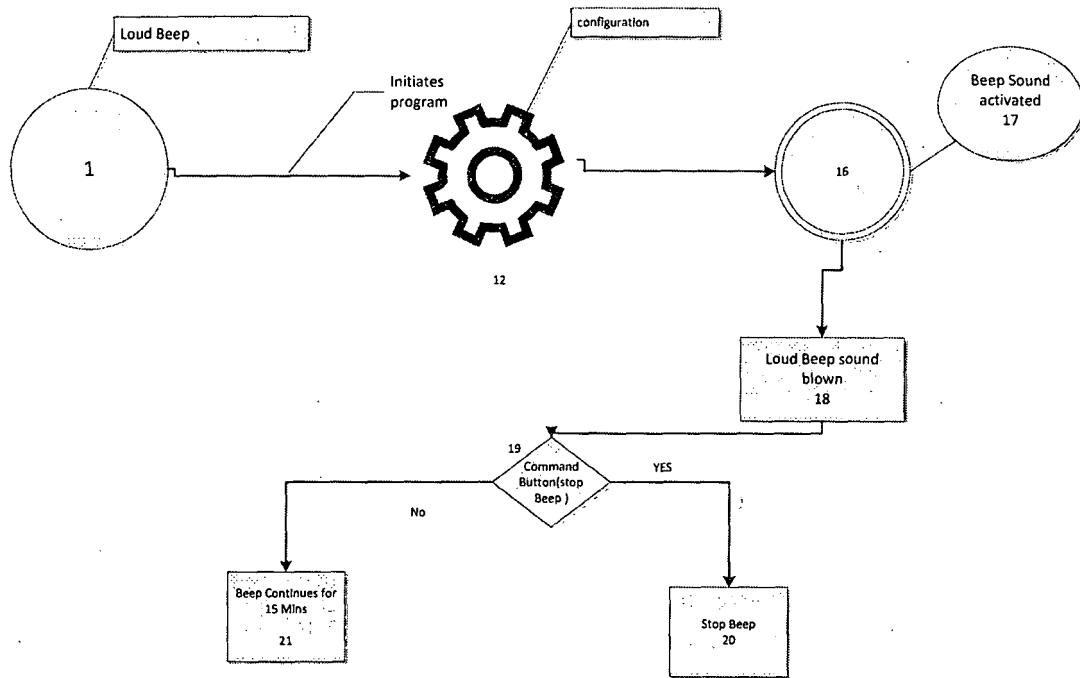
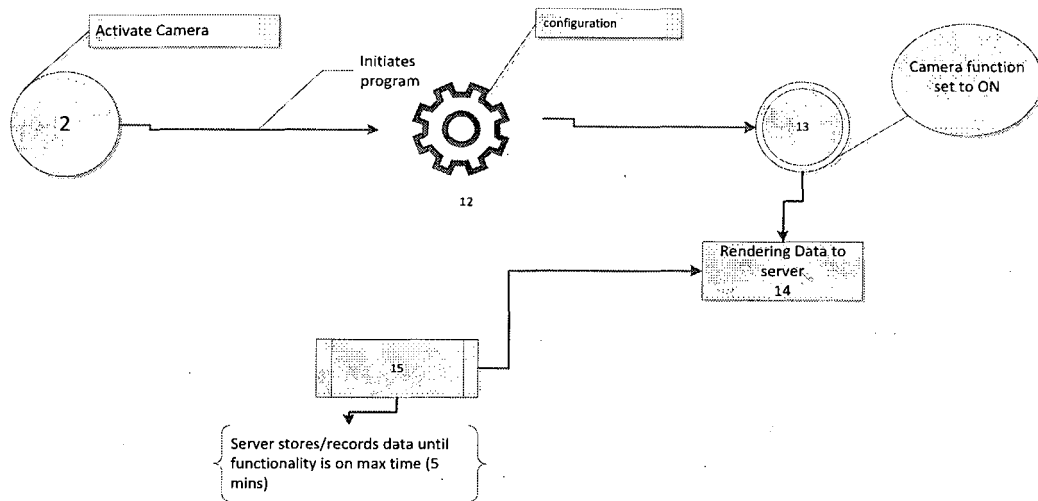


Fig 4B: Illustration of series of action performed on button pressed (B)

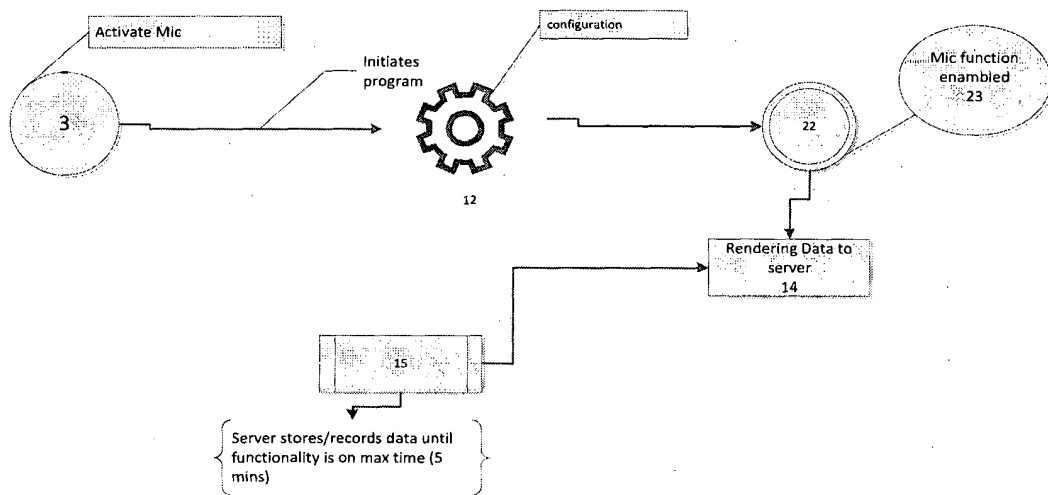
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**FIG 5: Illustrates Beep functionality**

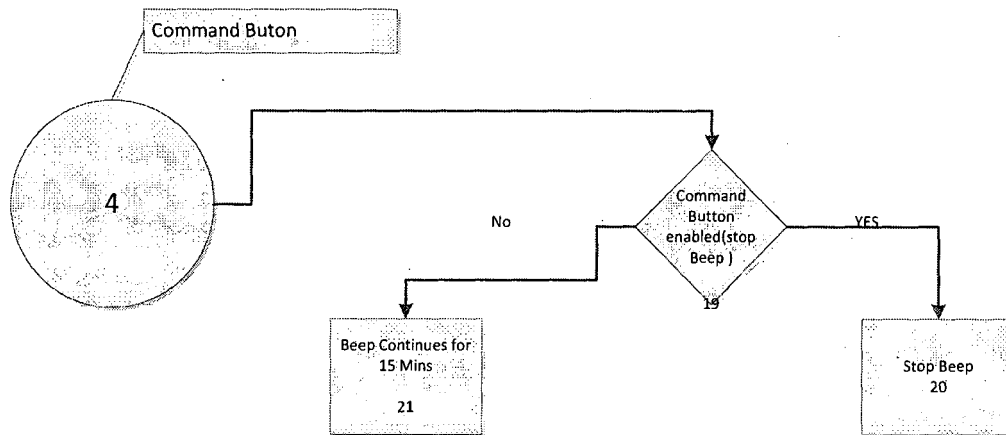
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**FIG 6: Illustrates Camera functionality**

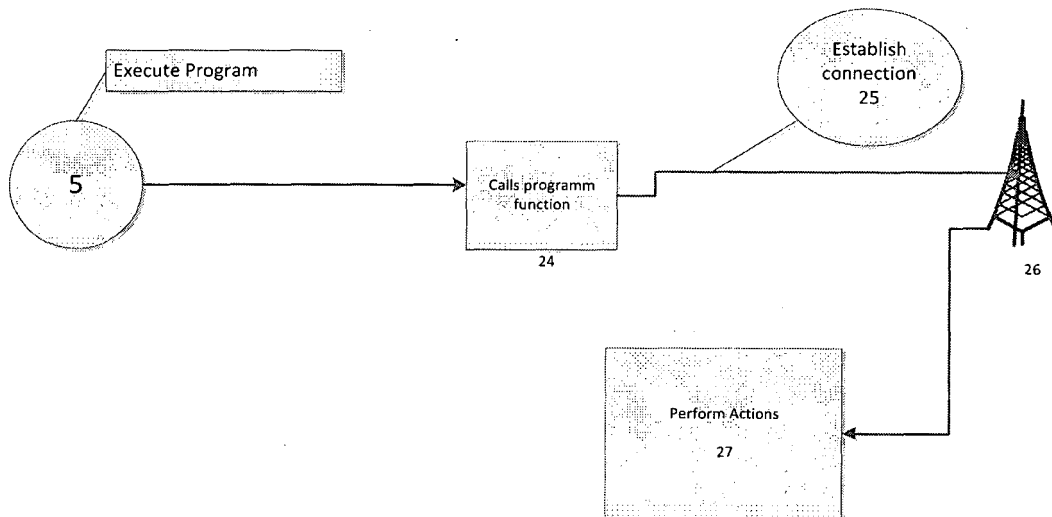
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**FIG 7: Illustrates Mic functionality**

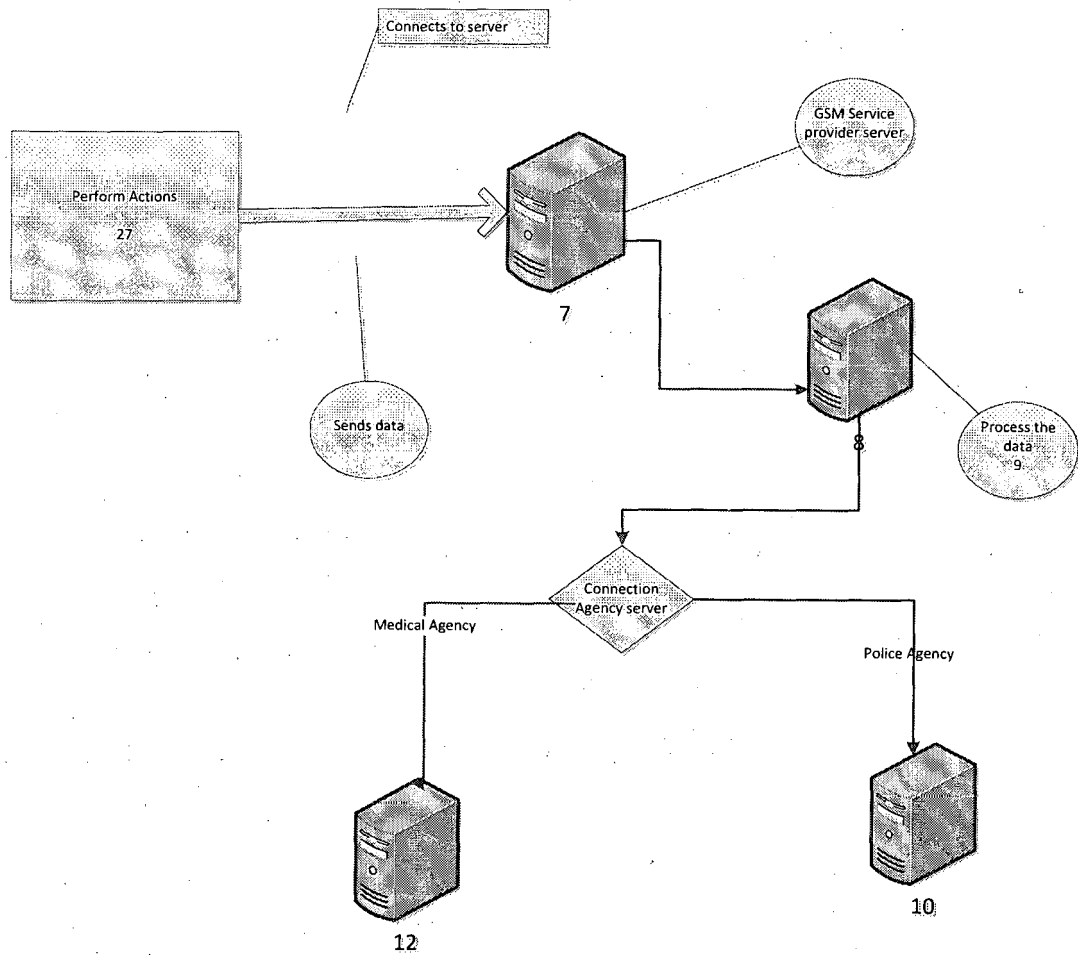
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**FIG 8: Illustrates Command button functionality**

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**FIG 9: Illustrates execute program**

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**FIG 10: Illustrates perform actions functionality**

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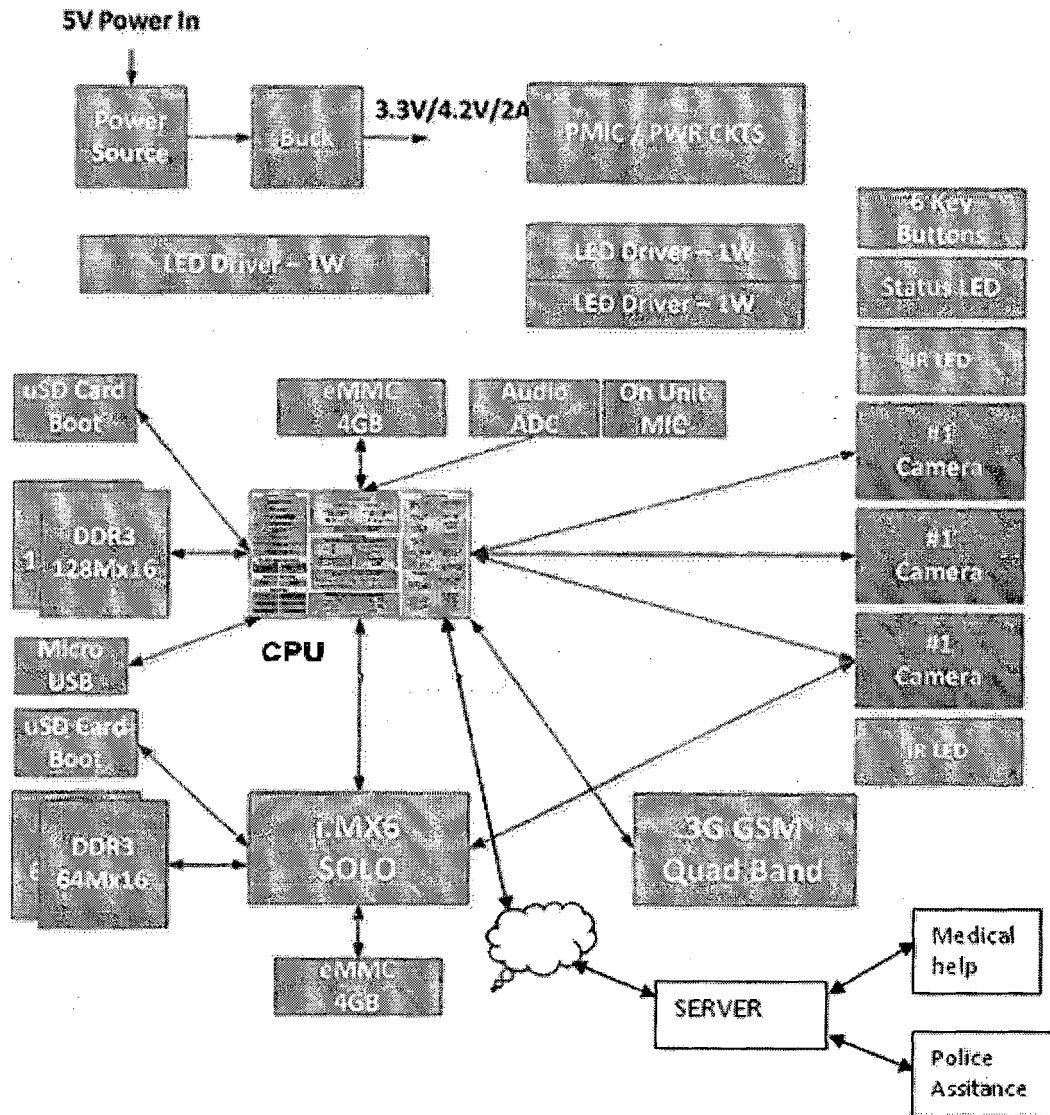


Fig 11. System architecture layout

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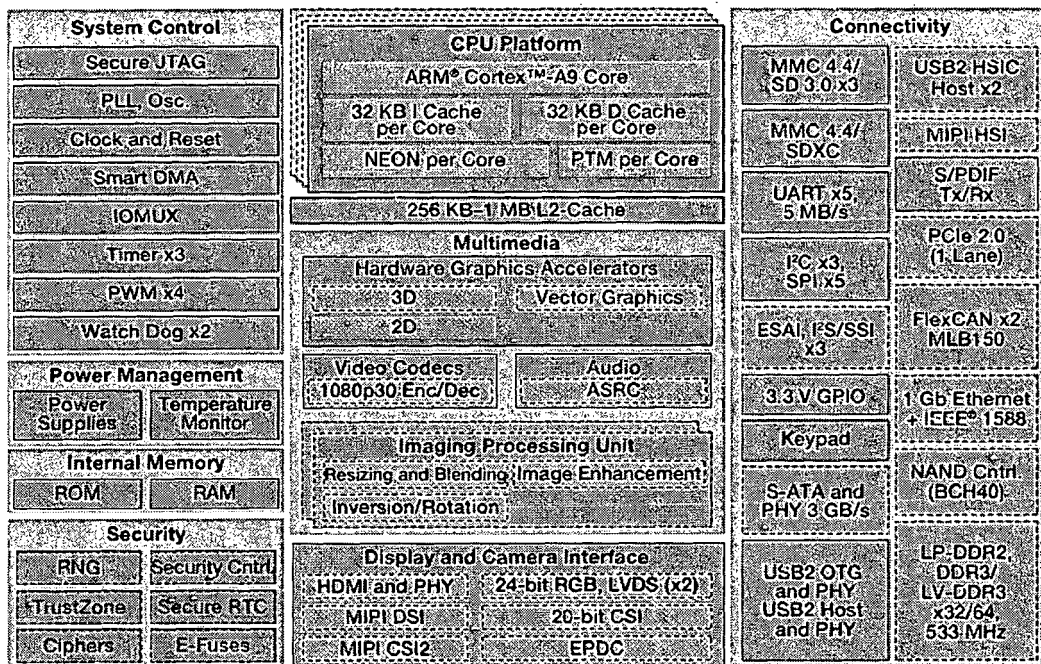


Fig 12: Central Processing Unit Architecture layout

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Device

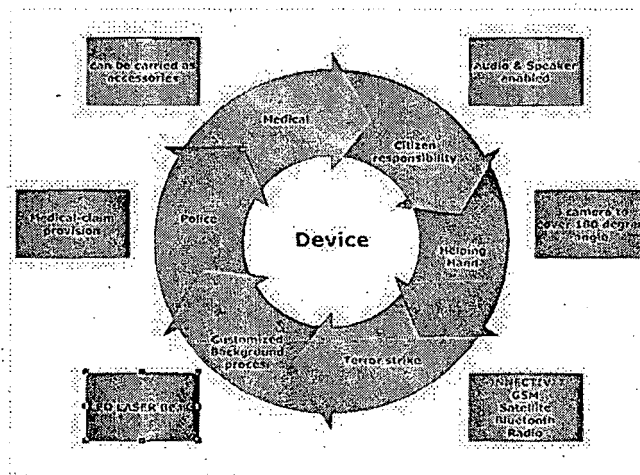


Fig. 13: Listing of device Features.

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Device USP

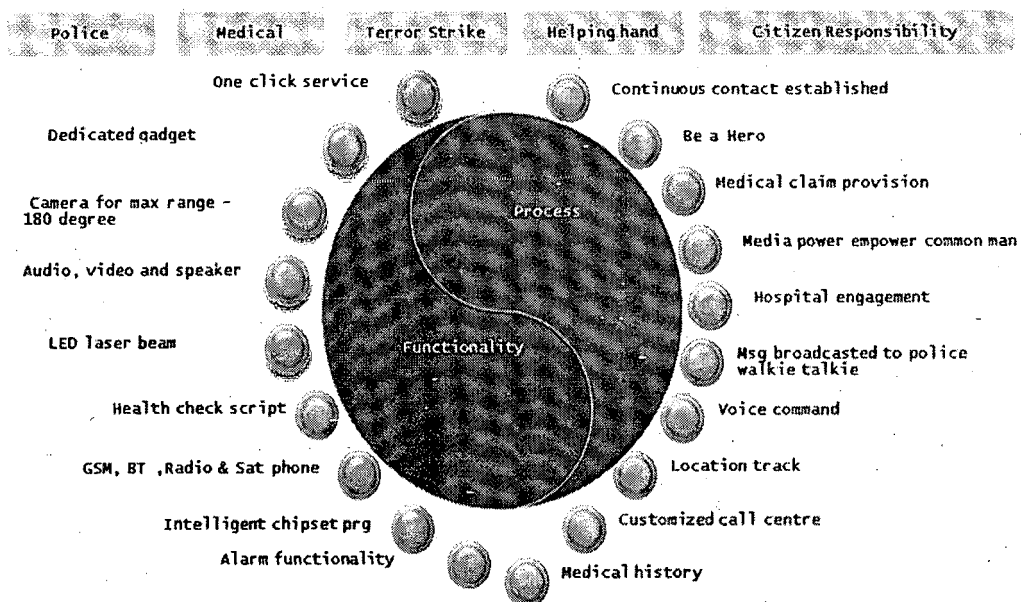


Fig. 14: User Device USP