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A TEST USING IMAGES THAT INCLUDES A SERIES OF OPERATIONS ON GUI ELEMENTS

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Abstract

The graphical user interface (GUI), which enables you to connect to your application with mouse and keyboard motions, is one of the most popular types of user interface. Although there are tools for automating GUI testing, most of them need a working framework or data relevant to a given structure in order to interface with the application being tested. With time, such devices become obsolete due to operating system changes and a wide range of GUI systems. By employing AI approaches to automatically detect his GUI components in screenshots, it offers a solution to enhance ad hoc GUI tests. Current graphical user interaction testing frameworks automate testing of electronic interfaces to make sure there are no actual or visible mistakes. To deal with different testing use-cases, they employ conventional strategies. This analysis of these methods shows that it is unrealistic to anticipate being able to evaluate a few distinct intuitive interface styles in a comprehensive manner. We propose a sophisticated image-based strategy that combines fresh and tried-and-true strategies. They affect the decomposition and validation of connection point screenshots by AI and PC Vision algorithms. According to the results, it is effective to automate the verification of user-friendly interfaces that were previously only partially testable. Automated tests provide good precision by default and nearly no misleading benefits.

Keywords: *Consisting Sequence, Gui Elements, Image-Based Test Operations*

I. INTRODUCTION

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Subject Computer Science

A Graphical User Association point (GUI) enables actions to be taken in an application through visual components referred to as contraptions (e.g., buttons). Users utilize a control panel and mouse to interact with the devices on a GUI to rage against events in the application. Organizations are increasingly using electronic GUI test tools, such as GUITAR and Auto Black Test Sapienz, to test mobile and desktop applications. These devices imitate users by interacting with GUI devices. The usefulness of these GUI test-age instruments depends on the information available to them. In essence, a seductive GUI test generator taps on the incorrect screen locations. However, a GUI test generator can make better decisions about where to direct communications with the program being tested if it is aware of the locations and types of devices on the dynamic application screen. GUI test age instruments frequently use the APIs of the GUI library of the goal application or the transparency Programming point of interface of the functioning system to retrieve data about open GUI devices. Nonetheless, relying on these APIs has drawbacks: Programs can be created using a variety of GUI libraries and device sets, each of which has a unique Programmatic connection point for accessing device information. While there are openness APIs that can circumvent this, these vary across different systems, and upgrades to a working structure can replace or remove some of the programming connection points. However, some apps — like those that make the screen obvious, such online missions — could not exactly be supported by such APIs. Because to these issues, it is difficult to provide and maintain testing tools that rely on GUI data. Devices in the testing stage should start to cooperate aimlessly with erratic screen regions without any understanding of GUI tools.

In this analysis, we focus on using artificial intelligence techniques to discriminate between GUI devices in order to release GUI testing tools from their dependence on GUI and open APIs. The different types of devices and their locations on the screen are distinguished using a simulated intelligence model, and this data is sent to a test generator so it may draw more informed judgments about how to work with a program that is being tested. Yet maintaining a device assumption model is important since different GUI libraries and operating systems use various device visual guises. Unexpectedly worse, user-planned GUIs can frequently be modified using aids like a high/low separation graphical mode. To easily pass this test, we haphazardly create Java Swing GUIs that may be rationally understood as data readiness.

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Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

The main technique used to test GUIs is visual testing, a sort of powerful testing defined in the text as a testing movement that examines the appearance and usability of graphic elements under various circumstances. Show properties are the elements' overt highlights, such as their tone, shape, and features, while utilitarian properties are traits not directly connected to a component's outer appearance, such as its name, the supported activities, and the type of criticism aimed at the users [2]. For example, a button's position, variation, and form are its display qualities, whilst its name, new id, and supported occasions are its utilitarian properties.

II. LITERATURE REVIEW

Age Based on Incorporation Emphasis on Monitored Rocket Test Case by Feng Yang (2018). The models for equal testing in relation to requests for space apparatus testing are unclear. [3] It is demonstrated that a test-depiction and planned age strategy toward space equipment is required by looking at and utilizing the findings of a test on shuttle-based association systems. The more precise and severe definition toward shuttle on requirements of the board investigation displaying a three-layered structure, hierarchical asset, and business relating the test requirements assembling this to gigantic scope based complex framework is and it will ensure for consistency test on fictitious requests.

According to Yijie Ren et al. (2018), positioning metrics were supported by regulatory-related activity User interface Relapse Testing. The necessity for test cases is especially important when describing the economy. [4] A few studies looked at test case prioritization (TCP) for Graphical User Connection point-based programming. When the centrality technique and the already used conventional processes are coupled, there is a significant potential for improving the influence of prioritization. In contrast to traditional systems, the 2-layer show makes advantage of several source code details. Similar to this, a baffling structure point of view is used from a broad perspective, Centrality measure, to include the significance of altered capacities in reference to unmistakably altering TCP.

Muneyoshi Iyama et alNaturally .'s Generating Test Contents for GUI Testing. Improvement teams have little experience introducing test automation tools because it takes some time to create the

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ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

test-contents required for test-robotization. [5] It suggests a method for creating test-scripts by performing static and dynamic analysis on the executable files and source code of the program. An assessment test showed that the suggested strategy will almost entirely reduce the number of working hours to a level of 61 distinct and uniform methods for constructing honest test scripts.

Transformative testing is a natural answer to the Prophet-related issue with programming testing, according to Upulee Kanewala and Prashanta Saha (2018). [6] The ongoing plan requires the association of supply test cases that capability anticipated for the generation of follow-up test cases. To thoroughly examine attributes, a precise test-case design is required. This will enable supply activity at regulation age ways to create a goliath reason for competence in fault identification on transformational testing. Notably, the previous metamorphic testing tests either used the current test-cases as supply test-cases or depended on incorrect test-based knowledge. Precision stockpile-based activities were the exclusive focus of investigations into the age of regulation for transformative testing. This investigation gives an unlimited examination because it offers action on a period of regulation on procedures for effectively identifying issues with transformational testing. The effectiveness of branch inclusion, irregular checks age, line inclusion, and powerless transformation tactics are evaluated. There are 77 different ways to express trial and error in four open ASCII text record vaults. Our results show that constantly creating test cases completely boosts the productive comprehension of the main problem as for transformative testing. A direct tool for transformative testing called "MET-tester," which was anticipated to be used for the conduct of transformative testing in the aforementioned manners, will also typically be launched as part of this inquiry.

Language plays a role in the age-based strategies used in unit tests, according to Fernando Brito e Abreu and Joao Paulo Pires (2018). In the momentum research, the Knowledge Discovery Metamodel (KDM) producing models were offered as a new approach, KDM2xUnit, as a natural description for the already-existing frameworks in programming and ecological activity. [7] Using various modifications and KDM yielding models, KDM2xUnit enables the production of test-suites that correspond to the xUnit structures.

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ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

According to Sara Serbout and Mohamed Benattou (2018), Business Process Execution Language (BPEL) enables the execution of updated business processes for a predetermined period of time. [8] Testing becomes crucial for BPEL quality control methods. The test's objective is to offer a restriction-based strategy for equitably testing the BPEL process. As part of the ongoing work, a calculation is suggested for altering the BPEL process in accordance with an Equal Control Stream Diagram (PCFG), which is expanded utilizing pre and post conditions and inspires the creation of appropriate test-cases.

This analysis provides a way for autonomously producing test cases from use cases, according to Chu Thi Minh Tone et al. (2018). The technique, which could be explained by utilizing the case displaying language USL, used test cases as the source model. The target model for the test cases is clearly identified using the demonstrative language known as Test Case Specification Language (TCSL). [9] Compared to current strategies, test cases created using the methodology contain more detailed information, such as test objects, actions of test objects, test phases, test information, and internal developments. The TCSL target-model and USL source-model are being modified. Using the auxiliary tool based on the active OCL solver and the change structure model in Obscuration, the technique is identified.

III. INTERFACE ANALYZED

The calculating display has been assessed using precise benchmarks on the 2D Strategic Guide of Administrator Stations of Pilot training programs. The Administrator Station acts as a point of interaction between instructors and students (the pilot) in pilot test programs [10]. The reenactment is frequently screened and the borders of the virtual environment or the recreated airplane are modified using realistic pages and a guide, which will be referred to as the Guide or 2D Strategic Guide from this point on. The Guide is subject to constraints set by the instructor, and it regularly updates itself automatically to reflect changes to the pilot's imagined activities and reenactment restrictions.

The Handbook gives teachers a brief overview of where objectives, various components, and necessary tools to measure removals and manage drugs may be located. Its main benefit is the

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

impression of information, which makes the following possible: Instinctively collaborating with the framework; seeing copy players as images; providing pertinent vital information and appropriate fast activities that can be triggered through console easy routes or more snaps; and combining geographical information with designed information to give a very itemized geographic district depiction.

This connection point was selected for the benchmarks because it satisfies all of the criteria given above: it can be accessed via a web browser; it is intelligent; and it continually adapts to changes in the simulated state or user behaviors. It is animated as well; some compounds, for instance, have moving graphic components.

IV. ALGORITHMS AND USE-CASES

Three application cases are referenced by the methodologies in this paper:

1) Pattern Detection,

2) Template Detection,

3) Text Recognition.

Each of them enhances connection point screenshots using image processing methods before running the check. This process often enhances the designs produced by the testing by removing unnecessary parts and upgrading those that are required. In other circumstances, it also streamlines the photo components to speed up computation.

A. Pattern Detection

Use the Model Discovery use-case to perceive plans, such as lines and structures. Because of their variety, which creators are used to witnessing, these instances stand out from several points of view. [11] When it is crucial to ensure that something is being given on the Guide, such as when anticipating that a component's direction is presented in the correct tones and location, this utilization scenario is used (the bearing tone is a comparable assortment as the plane, and starts

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

from its tail). Since that plans are frequently computed shapes, it aims to provide a design that can be applied to design organization.

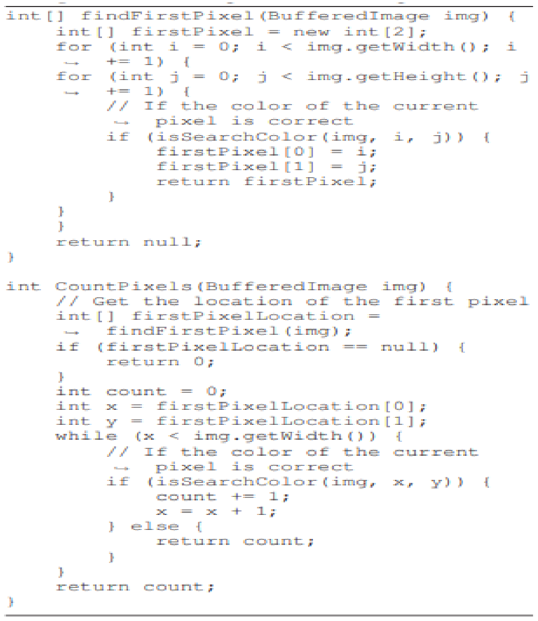
The computation computerizes the visual inspection process by doing a pixel-by-pixel analysis on the screen capture. First, the model tone is separated from the other tones using thresholding and veiling methods. The image is binarized in less complicated situations where the assortment is fresh and doesn't quite resemble the various tones present in the association point. Many variations of the model one are dulled down (or white, or faint dependent upon the starting tone). Models could appear everywhere in the Guide in complex situations, thus the tone is forced using veiling techniques like the one suggested by D. J. Hemanth and U. Kose [12], which isolates tones using the HSV assortment plan.

During the processing phase, the computation determines the model's basic pixel using its assortment information by performing a straight range of the image from the top left corner to the bottom right. If the model's state is known, the estimation will proceed to select the next pixel and confirm that, for the time being at least, its tone is accurate until the whole model is discovered. When the crucial pixel is located, the straight compass is stopped.

Listing 1 provides a Java example of how to detect a horizontal straight line.

Listing 1 the technique for detecting horizontal straight lines

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science



```
int[] findFirstPixel(BufferedImage img) {
    int[] firstPixel = new int[2];
    for (int i = 0; i < img.getWidth(); i
     →  += 1) {
    for (int j = 0; j < img.getHeight(); j
     →  += 1) {
        // If the color of the current
         →  pixel is correct
        if (isSearchColor(img, i, j)) {
            firstPixel[0] = i;
            firstPixel[1] = j;
            return firstPixel;
        }
    }
    }
    return null;
}

int CountPixels(BufferedImage img) {
    // Get the location of the first pixel
    int[] firstPixelLocation =
     →  findFirstPixel(img);
    if (firstPixelLocation == null) {
        return 0;
    }
    int count = 0;
    int x = firstPixelLocation[0];
    int y = firstPixelLocation[1];
    while (x < img.getWidth()) {
        // If the color of the current
         →  pixel is correct
        if (isSearchColor(img, x, y)) {
            count += 1;
            x = x + 1;
        } else {
            return count;
        }
    }
    return count;
}
```

If the form is unclear due to dependencies on variables outside of your control, the algorithm links its pixels to guarantee the sample's area is precise. For instance, the computation ensures that the guide's complete orientation is right, the material is oriented consistently (i.e., there are no openings), and that the finish point is logically far from the start point.

B. Template Detection

A layout image cannot vary in variety, shape, or features because it addresses a certain connection point component. [13] In the connection point, format images are sought after by the Layout Discovery use-case. When it's important to verify whether a component arrived on the connection point and to pinpoint its location in order to connect to it, this technique is utilized. Because of the Guide, it is frequently used to locate anything linked to maps, like markers and resources.

The use of layout matching, a strenuous calculation, has been considered and applied in a variety of contexts with successful results for recordings and still images. The calculation combines the image processing techniques previously described with the Layout Coordinating calculation provided by Open CV. The calculation compares the source image with the layout image, assigning each area a score that indicates how "good" the match is. This score is then saved in a network. The area of the best match using one of the given metrics is then provided.

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

Situations when the format picture has a distinct foundation are not taken into account by the Open CV execution. The computation fails in this case because the foundation is no longer made up of simple pixels but rather the underside of the Guide when the layout is positioned over it. As a result, when calculating the similarity score, each foundation pixel will be distinct.

In general, the relationship between the base and the foreground is more obvious the lower the subsequent similarity score. Traditional layout matching calculation results typically display a score of 70.46%, which is too low (for example.

Covering is meant to improve perception by removing everything but layout from the screen capture and removing unknown components, using an equivalent technique proposed to tackle this problem, veils are computationally generated and placed before applying format alterations (such as base pixels). The outcomes are displayed in Figure 2. The following developments establish:

1) Her HSV colorspace is applied to the screenshot.

2) Bales are produced utilizing the engineer's defined lower and higher bounds. The corresponding pixel on the cover is set to 1 if the color of a pixel in the first image falls within the predetermined range. Set to 0 constanly. The final veil image, which is made up only of 0s and 1s, is identical to the initial screenshot for that part.

3) To duplicate the pixels of the first image with the pixels from the veil, bitwise AND admin is used to apply the veil. Because most of the other pixels in the haze are black (set to 0), only those set to 1 in the haze retain their distinctive characteristics, producing an image.

4) Use conventional template matching techniques.

The code in Listing 2 serves as an example of the procedure given in Java.

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ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

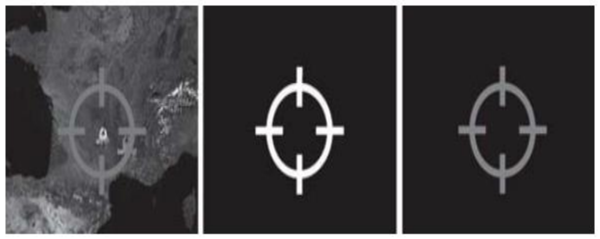

Figure: 1. From left to right, the first UI snapshot, the computed mask, and the final image after applying the mask are displayed.

C. Text Recognition

Printed objects are taken out of the association point and preserved as string factors in the Text Affirmation use-case so they can be compared to one another and their typical properties may be used to judge accuracy. It can be helpful when it's important to carefully check a document to ensure a capacity is accurate. In order to determine whether the Guide can be zoomed effectively, for instance, the motorized test evaluates the text that displays the continuous guide objective and distinguishes it from the conventional one because each zoom level is linked to a particular objective.

Tesseract OCR makes it feasible to verify text. A data image and an artificial intelligence model are the two components of this package that are absolutely necessary. There was no compelling reason to create an improvised model for the man-made intelligence model because only English texts were employed throughout the entire collaboration environment and traditional text-based styles were being used (tessdata best, one of the most reliable models [14]). The fact that the data image is created by screen-capturing the association point shouldn't come as a surprise.

Listing 2 Algorithm for Improved Template Matching.

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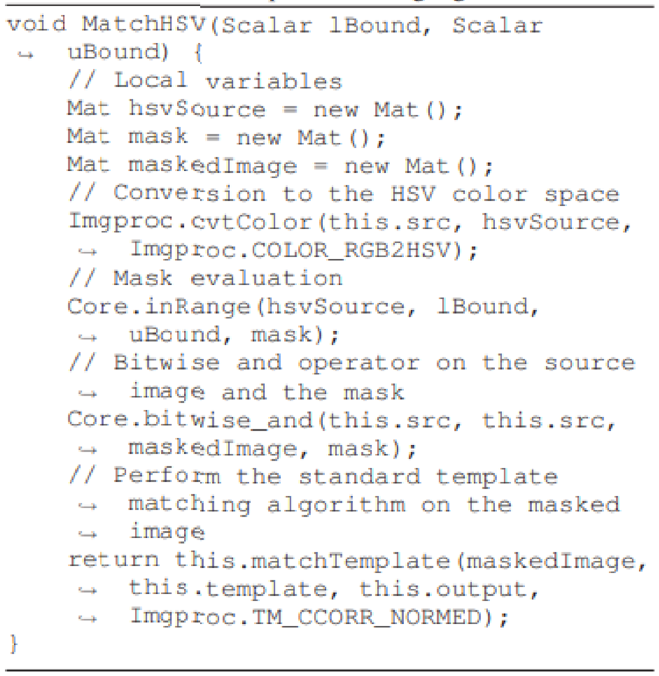
ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science



```
void MatchHSV(Scalar lBound, Scalar
 ↪  uBound) {
    // Local variables
    Mat hsvSource = new Mat();
    Mat mask = new Mat();
    Mat maskedImage = new Mat();
    // Conversion to the HSV color space
    Imgproc.cvtColor(this.src, hsvSource,
     ↪  Imgproc.COLOR_RGB2HSV);
    // Mask evaluation
    Core.inRange(hsvSource, lBound,
     ↪  uBound, mask);
    // Bitwise and operator on the source
     ↪  image and the mask
    Core.bitwise_and(this.src, this.src,
     ↪  maskedImage, mask);
    // Perform the standard template
     ↪  matching algorithm on the masked
     ↪  image
    return this.matchTemplate(maskedImage,
     ↪  this.template, this.output,
     ↪  Imgproc.TM_CCORR_NORMED);
}
```

For the prior use-case, the conventional calculation did not perform satisfactorily; the underlying findings produced by simply connecting the Scale Line component screen capture suggested an usual precision of roughly 60%, which is insufficient to avoid false positives. The information image is to blame this time, despite the fact that the computation earlier misrepresented a portion of the layout picture's simplicity. Many methods described in Tesseract OCR's literature and documentation were applied to increase precision.

1) Convert to grayscale; Tesseract OCR regularly outperformed on grayscale images, according to studies.

2) Image manipulation was permitted in order to remove any odd items that would make text extraction difficult.

3) Resizing: The Tesseract documentation and literature advise utilizing images with a resolution of around 20 pixels and as close to 100 pixels as is practical in order to get the best results.

4) Unsharp Covering: This strategy improves the quality of the information by sharpening the image of it. [15] That is accomplished by cropping out the smoothed area of the first image. The

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

add Weighted feature in Open CV, which is used to blend the original image and the veiled image, explicitly recognizes this procedure.

5) Threshold and Invert; the image is adjusted to display dark text on a white background in accordance with the Tesseract OCR command after being translated to parallel format.

6) Phasing techniques. By opening and closing the cap, little things (with gorgeous, black backgrounds) and apertures can be removed. (A grim neighborhood with a clever motif. They are utilized to improve the text even more before extraction.

7) Text formatting. Finally After the text has been recovered from the processed image, it is cleaned up to get rid of any spaces and characters that aren't alphanumeric.

V. RESULTS

As noted earlier, a number of experiments were run to determine how well various modifications and techniques compared to the Open CV and Tesseract OCR base computations performed. Some of the standout GUI tests from the 2D strategy guide were repeated in these tests. Test completion times and typical accuracy ratings are among the data that were gathered. The tests were performed on the same machine with the same settings to establish the middle. [16] Running baseline and updated variants of each measurement repeatedly allowed us to assess the health of the layout adjustment.

The evaluation of formatting calculations was performed using Center Map On Entity Test. This test confirms that the highlighting for Center Map On Entity is functioning properly. By using the information that was in the guide at the time of replication, this component enables users to quickly generate guides and find components when there are numerous components available. A (green) flag will show around the component when this functionality is used (as in Figure 2). To verify that the markers are discernible and in the center, an automated test invokes the program, takes screenshots, and applies layout matching calculations. An annotated image is produced with a proximity score and bouncing box around the marker positions once the markers have been successfully detected. In Figure 2.

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ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

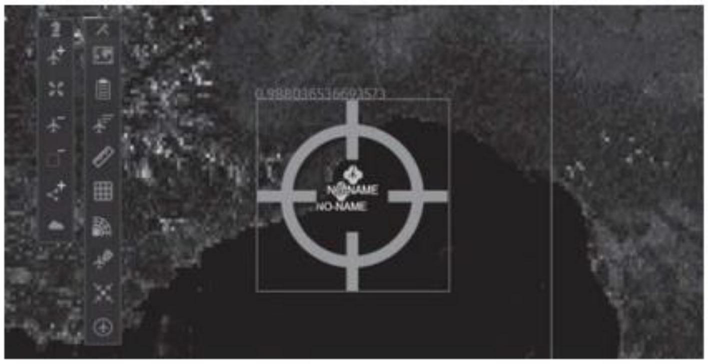

Figure: 2. The Center Map on Entity Test's findings

The benchmark results of the format matching computations utilized in the tests are displayed in Tables I and II. Segments provide the results for both the standard and modified iterations, while lines display the data necessary to calculate the similarity scores and running times. The chart demonstrates that applying the obfuscation strategy regularly increased the results' accuracy without affecting the authorization's turnaround time (105 ms in the worst possible case). This test employs the CCORR NORMED metric, and the results are utilized to modify the layout.

Table: 1. Results of the Template Matching Algorithm (Time)

Metric	**Standard**	**Enhanced**	**Variation**
CCORR NORMED	1173ms	1278 ms	+6.73%
CCOEFF NORMED	1237 ms	1278 ms	+3.32%
SQDIFF NORMED	1177 ms	1210 ms	+4.6%

Table: 2. Results of the Template Matching Algorithm (Score)

Metric	**Standard**	**Enhanced**	**Variation**
CCORR NORMED	0.7632	0.9880	+27.45%
CCOEFF NORMED	0.6332	0.9853	+23.22%
SQDIFF NORMED	0.5373	0.7857	+60.63%

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

Instead, Zoom In Test was utilized to test the procedure for the text extraction use case. [17] Each zoom level in the guide has a distinct function, as was already described. The test enlarges the instructions, looks at the scale line component that shows the current goal, and contrasts the phrasing with the default value. The focus of this test is on lower-level components, as opposed to earlier tests that successfully verified essential-level components, and it looks at the zoom functionality employed by various features.

Table III displays the results. Because this test runs more operations than the others, the normal execution time is greater as expected. The ratio of tests completed to tests performed, rather than the accuracy of each test as was previously stated, determines the score, making it difficult to interpret. In any case, a slight delay in taking the screenshot can have an impact on the sample because the sample's components and form are unknown in before, and the orientation is established during runtime. might nonetheless be regarded as a respectable grade.

Table: 3. Outcomes of Pattern Detection Algorithms

Score (%)	Average execution time (ms)
83	**7873**

This paper introduced improved adaptations, concentrated on one particular connection point, in contrast to the conventional rendering of the calculations carried out in the Open CV and Tesseract OCR libraries; despite these enhancements, the existence complexity of the calculations did not change. [18] As the improvements add a little bit more than the original calculations, it is possible to focus on the source code of the initial calculations in order to estimate the processing power and time needed.

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

VI. CONCLUSION

We found that a model created using images of fictitious GUIs can recognize devices in actual GUIs. The use of this paradigm during irregular GUI testing significantly increased the number of applications that were included in our evaluation. This method's expectation model is independent of any specific GUI library or functional framework, which is a clear benefit. [19] In order to naturally test intuitive user interfaces that can't be fully tested with the most recent state-of-the-art technology, our expectation model intends to give programming engineers and testers more GUI testing methodologies. Any GUI testing initiative that is offered to us will have our fast support. These methods, which are broken down into use cases, evaluate screenshots of interaction points and validate the precision of function outputs using well-founded and potent computations.

They can analyze texts, find dynamic examples, and use PC Vision and AI algorithms to determine whether elements appeared and where they were located. They can access low-level capabilities and imitate user collaboration by inserting JavaScript code because of their connection to Web Driver. The approaches' extensive use in automated tests has shown their usefulness, and the 2D Strategic Guide is a complicated connection point with numerous characteristics. The main findings demonstrated that computerized tests may be developed to externally verify sophisticated and intelligent user interfaces and guarantee their accuracy.

VII. FUTURE SCOPE

Our ongoing and upcoming projects include directing controlled investigations to assess test design effects in a more quantifiable manner. With the suggested technique, we could want to expand the age of the test script while further reducing effort. In addition, we will conduct evaluations using real-world activities and must eliminate tasks [20] for practical applications. We want to develop computerized tools that can identify delicate designs in changes to code (such as changes to the GUI design, renaming of components, or changes to the message presented to the user) and flag them in the test suite as they are being developed. These tools could also be implemented as modules for well-known IDEs (e.g., Android Studio). For various testing devices, programming phases, and the recurrence of changes and delicacy causes, measures of delicacy

ISSN: 2321-3914
Volume 1 Issue 2
February 2023
Impact Factor: 10.2
Subject Computer Science

events can also be assembled (e.g., iOS). Finally, there are rumors that test support reasons for all GUI development, not simply Android (or portable) applications, may be categorized scientifically.

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ISSN: 2321-3914
Volume 1 Issue 2
February 2023
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