



iJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 12 **Issue:** III **Month of publication:** March 2024

DOI: <https://doi.org/10.22214/ijraset.2024.59293>

www.ijraset.com

Call: ☎ 08813907089

E-mail ID: ijraset@gmail.com

Next-Generation Captcha: Enhancing Security Through Hand Gestures and Gaming

Dayanand¹, Wilson Jeberson², Klinsega Jeberson³

¹ Research Scholar, ² Professor, ³ Assistant Professor, Sam Higginbottom University of Agriculture Technology and Sciences
Prayagraj, India

Abstract: *In the digital age, the threat of automated attacks on online platforms continues to evolve, necessitating innovative approaches to ensure cybersecurity. Traditional text-based CAPTCHA systems are becoming increasingly vulnerable to sophisticated attacks, prompting the exploration of alternative solutions. This research proposes a novel approach to enhance online security through the integration of hand gestures and gaming elements into CAPTCHA mechanisms. By leveraging the unique biometric characteristics of hand gestures and the engaging nature of gaming, this next-generation CAPTCHA system aims to provide robust protection against automated bots while ensuring a user-friendly experience. The study explores the design, implementation, and evaluation of this hybrid CAPTCHA solution, assessing its effectiveness in mitigating various challenges associated with existing CAPTCHA methods. Through empirical analysis and user feedback, the research aims to demonstrate the feasibility and efficacy of incorporating hand gestures and gaming into CAPTCHA systems to enhance security and usability in online environments.*

Keywords: *Next-Generation CAPTCHA, Hand Gestures, Gaming, Cybersecurity, Biometrics, User Authentication, Online Security, Bot Detection, Usability*

I. INTRODUCTION

In the contemporary digital era, the internet serves as the cornerstone of communication, commerce, and connectivity, revolutionizing the way individuals interact and conduct transactions. However, this pervasive connectivity also brings about significant security challenges, as cyber threats continue to evolve in sophistication and scale. Among the primary concerns in cyberspace is the threat posed by automated bots, which can exploit vulnerabilities, disrupt services, and compromise sensitive information. To mitigate these risks, the development of robust and effective security mechanisms is essential, with CAPTCHA (Completely Automated Public Turing test to tell Computers and Humans Apart) systems playing a crucial role in distinguishing between legitimate users and automated bots.

The concept of CAPTCHA was first introduced by von Ahn et al. (2003) as a means to prevent automated bots from accessing online services by presenting challenges that are easy for humans to solve but difficult for machines to replicate. Initially, text-based CAPTCHAs, which involved distorted characters, served as the predominant method for verifying user authenticity. However, as automated attacks became more sophisticated, traditional text-based CAPTCHAs began to falter in their ability to effectively differentiate between humans and bots.[1]

- 1) *Evolution of CAPTCHA Systems:* Over the years, CAPTCHA systems have undergone significant evolution, with researchers continuously innovating to enhance their security and usability. Early advancements, such as the introduction of audio-based CAPTCHAs for visually impaired users (Yan et al., 2008), demonstrated the adaptability of CAPTCHA mechanisms to accommodate diverse user needs. However, despite these innovations, traditional text-based CAPTCHAs remained susceptible to evasion tactics, prompting the exploration of alternative approaches[2].
- 2) *Challenges of Traditional Text-Based CAPTCHAs:* Despite their widespread adoption, traditional text-based CAPTCHAs face several inherent limitations. Recent research by Bursztein et al. (2011) revealed the vulnerability of text-based CAPTCHAs to advanced machine learning algorithms, which can accurately decipher distorted text with alarming precision. This susceptibility to automated attacks undermines the effectiveness of traditional CAPTCHA systems in preventing unauthorized access and protecting sensitive information[3].
- 3) *Emerging Trends in CAPTCHA Design:* In response to the shortcomings of traditional text-based CAPTCHAs, researchers have begun exploring alternative modalities and approaches to CAPTCHA design. Image-based CAPTCHAs, which present users with images to identify, and audio-based CAPTCHAs, which require users to listen and transcribe spoken words, represent notable examples of innovative CAPTCHA solutions (Gao et al., 2010).

However, these approaches also present their own set of challenges, particularly in terms of accessibility and user experience[4].

- 4) *The Promise of Hand Gestures and Gaming in CAPTCHA Security*: Hand gestures and gaming elements have emerged as promising modalities for enhancing CAPTCHA security while maintaining user engagement and accessibility. Recent studies by Uddin et al. (2019)[5] have demonstrated the feasibility of hand gesture recognition systems in authenticating users with high accuracy and reliability. Meanwhile, the integration of gaming elements into CAPTCHA mechanisms introduces an element of gamification, making the authentication process more enjoyable and intuitive for users (Choo et al., 2017; Nurmi et al., 2016)[6][7].

In light of these developments, this research aims to explore the potential of integrating hand gestures and gaming elements into next-generation CAPTCHA systems. By synthesizing insights from recent literature and empirical analysis, this study seeks to evaluate the effectiveness and feasibility of this novel approach in enhancing security and usability in online environments. Through rigorous experimentation and user feedback, this research endeavors to contribute to the advancement of CAPTCHA technologies and the broader field of cybersecurity, ultimately ensuring a safer and more secure online experience for users worldwide.

II. LITERATURE SURVEY

The landscape of CAPTCHA (Completely Automated Public Turing test to tell Computers and Humans Apart) research has evolved significantly over the past decade, reflecting the ongoing arms race between security mechanisms and malicious actors. This literature survey aims to provide a comprehensive overview of recent advancements in CAPTCHA technologies, with a specific focus on the integration of hand gestures and gaming elements to enhance security and usability.

- 1) *Evolution of CAPTCHA Mechanisms*: CAPTCHA systems have undergone continuous evolution since their inception, with researchers exploring various modalities to improve security and user experience. Initial text-based CAPTCHAs, as pioneered by von Ahn et al. (2003), relied on distorted text images to distinguish humans from bots. However, the efficacy of text-based CAPTCHAs has been questioned due to their susceptibility to automated attacks (Bursztein et al., 2011)[1][3].
- 2) *Challenges of Traditional CAPTCHAs*: Traditional text-based CAPTCHAs face several inherent limitations, including accessibility issues for visually impaired users and vulnerability to machine learning algorithms. Bursztein et al. (2011) demonstrated the effectiveness of advanced machine learning techniques in bypassing text-based CAPTCHAs, highlighting the need for alternative approaches.[3]
- 3) *Emerging Trends in CAPTCHA Design*: In response to the shortcomings of traditional CAPTCHA mechanisms, researchers have explored alternative modalities, such as image-based and audio-based CAPTCHAs. Image-based CAPTCHAs present users with images to identify, while audio-based CAPTCHAs require users to transcribe spoken words (Yan & El Ahmad, 2008). However, these approaches also pose challenges in terms of usability and security[2].
- 4) *Hand Gesture Recognition in CAPTCHA Systems*: Hand gesture recognition has emerged as a promising modality for enhancing CAPTCHA security. Uddin et al. (2019) demonstrated the feasibility of hand gesture recognition systems in authenticating users with high accuracy and reliability. By leveraging the unique biometric characteristics of hand gestures, researchers aim to develop CAPTCHA systems that are resistant to automated attacks[5].
- 5) *Integration of Gaming Elements into CAPTCHAs*: The integration of gaming elements into CAPTCHA mechanisms introduces an element of gamification, enhancing user engagement and motivation. Choo et al. (2017) proposed a gamified CAPTCHA system that leverages user interaction behavior to enhance security. Nurmi et al. (2016) explored the potential of game-based CAPTCHAs in strengthening security while providing an enjoyable user experience[6][7].
- 6) *Hybrid CAPTCHA Approaches*: Recent research has focused on hybrid CAPTCHA approaches that combine multiple modalities to improve security and usability. For example, HandCaptcha, proposed by AlBladi et al. (2020), integrates hand gesture recognition with traditional text-based CAPTCHAs to enhance security. Similarly, GameCaptcha, proposed by Li et al. (2021), combines gaming elements with image-based CAPTCHAs to provide a robust authentication mechanism[8][9].
- 7) *Evaluation and User Feedback*: Empirical evaluation and user feedback are essential aspects of CAPTCHA research to assess the effectiveness and usability of proposed solutions. Studies such as those by Gao et al. (2010) and Bursztein et al. (2010) have employed user studies and performance metrics to evaluate the security and usability of CAPTCHA systems[10].

III. TYPES OF HAND GESTURES AND GAMING CAPTCHA SYSTEMS

A. Hand Gesture Recognition CAPTCHA:

- 1) *Static Hand Gestures*: Recognition of static hand poses or shapes.

2) *Dynamic Hand Gestures*: Recognition of dynamic hand movements or gestures.[5][8]

B. Game-Based CAPTCHA:

1) *Interactive Games*: Incorporation of interactive gaming elements into CAPTCHA challenges.

2) *Gamified Tasks*: Transforming authentication tasks into game-like experiences.[6][7]

C. Hybrid Hand Gesture and Gaming CAPTCHA:

Combination of Hand Gestures and Gaming Elements: Integrating both hand gesture recognition and gaming elements to create hybrid CAPTCHA challenges[8][9].

D. HandCaptcha:

A hand gesture recognition-based CAPTCHA system. In Proceedings of the International Conference on Industrial Engineering and Operations Management (IEOM) (pp. 1971-1980). IEEE.

E. Continuous Hand Gesture Recognition CAPTCHA:

Real-time Recognition: Continuous monitoring and recognition of user's hand gestures for authentication[5][8].

F. Multi-Modal Hand Gesture and Gaming CAPTCHA:

Integration of Multiple Modalities: Combining hand gesture recognition with other biometric or behavioral authentication methods, along with gaming elements, to create robust multi-modal CAPTCHA challenges[11][12].

G. Real-Time Hand Gesture and Gaming CAPTCHA:

Instantaneous Recognition: Utilizing real-time hand gesture recognition and gaming elements to authenticate users promptly[13][14].

H. Adaptive Hand Gesture and Gaming CAPTCHA:

Dynamic Challenge Generation: Adapting CAPTCHA challenges based on user behavior and context, integrating hand gesture recognition and gaming elements[15][16].

I. AI-Driven Hand Gesture and Gaming CAPTCHA:

Utilizing Artificial Intelligence: Employing machine learning and AI algorithms for hand gesture recognition and dynamic gaming challenge generation.

References:

IV. METHODS AND ALGORITHM

A. Hand Gesture Recognition:

1) *Convolutional Neural Networks (CNNs)*: CNNs are widely used for hand gesture recognition due to their ability to effectively capture spatial features from image data.

2) *Deep Learning Models*: Other deep learning architectures, such as recurrent neural networks (RNNs) and long short-term memory (LSTM) networks, can be employed for sequential hand gesture recognition tasks.

3) *Support Vector Machines (SVMs)*: SVMs are popular for their ability to handle high-dimensional feature spaces, making them suitable for hand gesture classification.

4) *Hidden Markov Models (HMMs)*: HMMs are often used for temporal modeling of hand gestures, capturing the sequential nature of gestures over time.

B. Gaming Elements Integration:

1) *Gamified Challenges*: Designing CAPTCHA challenges in the form of interactive games or puzzles to engage users while verifying their authenticity.

2) *Reward Systems*: Incorporating reward mechanisms, such as points or badges, to incentivize user participation and completion of CAPTCHA tasks.

- 3) *Dynamic Content Generation*: Generating dynamic game elements in real-time to provide a unique and unpredictable challenge for each authentication attempt.
- 4) *Adaptive Difficulty*: Implementing algorithms to adjust the difficulty level of CAPTCHA games based on user behavior and performance.

C. Hybrid Hand Gesture and Gaming CAPTCHA:

- 1) *Fusion of Modalities*: Integrating hand gesture recognition with gaming elements to create hybrid CAPTCHA challenges that require both gesture input and game interaction for authentication.
- 2) *Multi-Stage Verification*: Implementing multi-stage verification processes where users are required to perform both hand gestures and complete gaming tasks to pass authentication.
- 3) *Contextual Adaptation*: Adapting the CAPTCHA challenge dynamically based on user context and previous interactions to enhance security and usability.

D. Continuous Authentication:

- 1) *Time-Series Analysis*: Employing algorithms for analyzing temporal patterns in user hand gestures to ensure continuous authentication throughout the interaction.
- 2) *Incremental Learning*: Continuously updating the authentication model based on new hand gesture data to adapt to changing user behavior over time.
- 3) *Feedback Loop*: Incorporating user feedback mechanisms to refine the authentication process and improve the accuracy of hand gesture recognition over multiple authentication attempts.

E. Algorithm:-

1) *Step 1:- Initialize CAPTCHA challenge:*

- Display instructions for the user to perform a specific hand gesture and interact with the game component.
- Generate a random game task or puzzle for the user to complete.

2) *Step 2:- Capture user input:*

- Use a camera or sensor to capture the user's hand gesture.
- Record user interaction with the game component.

3) *Step 3:- Process hand gesture:*

- Preprocess the captured hand gesture data (e.g., resize, normalize).
- Apply a hand gesture recognition algorithm to classify the gesture.

4) *Step 4:- Verify user input:*

- Compare the recognized hand gesture with the expected gesture.
- Validate the completion of the game task or puzzle.

5) *Step 5:- Determine CAPTCHA success:*

- If the recognized gesture matches the expected gesture and the game task is completed successfully:
 - i. Return success message.
- Else:
 - i. Return failure message and prompt the user to try again.

6) *Step 6:- Repeat:*

- If the user fails to complete the CAPTCHA challenge within a specified number of attempts:
 - i. Generate a new CAPTCHA challenge.
 - ii. Restart the process from step 1.

7) *Step 7:- End.*

V. COMPARISON OF VARIOUS ONLINE GAMES ON DESIGN IMPLICATIONS FOR ACCESSIBILITY:

| Aspect | Hand Gestures and Gaming CAPTCHA | Text-Based CAPTCHA | Image-Based CAPTCHA | Audio-Based CAPTCHA | Interactive CAPTCHA |
|------------------------------|---|--|--|---|---|
| Security | Offers high security as hand gestures are unique and difficult to replicate. Gaming elements add an additional layer of complexity. | Vulnerable to advanced OCR and machine learning algorithms. | Relatively secure, but vulnerable to image recognition attacks and adversarial manipulations. | Vulnerable to automated speech recognition algorithms and audio processing techniques. | Security depends on the complexity of the interactive challenge and its resistance to automated attacks. |
| Usability | Provides a natural and intuitive user experience, leveraging familiar hand movements and interactive gaming elements. | Text may be difficult to decipher for visually impaired users or non-native speakers. | Requires users to identify objects or patterns in images, which may be challenging for some users. | Requires users to transcribe spoken words, which may be difficult for some users or in noisy environments. | Offers a more engaging and interactive experience compared to traditional CAPTCHAs, but may still pose usability challenges for certain users. |
| Accessibility | May pose challenges for users with mobility impairments or disabilities affecting hand movements. | Accessibility depends on the legibility of the text and the availability of alternative formats for visually impaired users. | Accessibility depends on the clarity and relevance of the images presented. Alternative text descriptions may be provided for visually impaired users. | May pose challenges for users with hearing impairments or disabilities affecting auditory perception. Transcripts or alternative formats may be provided for accessibility. | Accessibility depends on the design and implementation of the interactive challenge. Alternative formats or accommodations may be provided for users with disabilities. |
| Resistance to Automated Bots | Offers high resistance to automated bots due to the complexity of hand gestures and dynamic gaming challenges. | Vulnerable to automated attacks using OCR and machine learning algorithms. | Relatively resistant to automated attacks, but vulnerable to image recognition algorithms and adversarial attacks. | Vulnerable to automated attacks using speech recognition algorithms. | Resistance depends on the complexity and variability of the interactive challenge, as well as the effectiveness of bot detection mechanisms. |
| Implementation Complexity | Moderate to high complexity due to the need for hand gesture recognition algorithms and integration of gaming elements. | Low to moderate complexity, depending on the complexity of the distortion applied to the text. | Moderate complexity due to the need for image processing and recognition algorithms. | Moderate complexity due to the need for audio processing and speech recognition algorithms. | Moderate complexity due to the need for interactive challenge design and implementation. |

| | | | | | |
|-------------------------|--|--|--|--|--|
| Overall User Experience | Provides an engaging and interactive user experience, potentially enhancing user satisfaction. | User experience may vary depending on the legibility of the text and the complexity of the distortion applied. | User experience may vary depending on the clarity and relevance of the images presented. | User experience may vary depending on the clarity of the audio and the complexity of the spoken words. | Offers a more dynamic and interactive user experience compared to traditional CAPTCHAs, potentially enhancing user engagement. |
|-------------------------|--|--|--|--|--|

VI. APPLICATIONS OF HAND GESTURES AND GAMING CAPTCHA ALONG WITH EXISTING VARIOUS TYPES OF CAPTCHA.

| Application | Hand Gestures and Gaming CAPTCHA | Text-Based CAPTCHA | Image-Based CAPTCHA | Audio-Based CAPTCHA | Interactive CAPTCHA |
|------------------------------|---|---|--|--|--|
| Online Account Registration | Provides a secure and user-friendly authentication method during signup. | Commonly used for verifying human presence and preventing spam. | Often used for verifying human presence and preventing bots. | Occasionally used to ensure accessibility for visually impaired users. | Can enhance user engagement during account creation. |
| Login Authentication | Offers a robust authentication mechanism, particularly for mobile devices. | Frequently used for user login authentication on websites. | Often utilized as an additional security layer during login. | Provides an alternative authentication option for users with disabilities. | Can provide an additional layer of security for user logins. |
| Transaction Verification | Enhances security during online transactions by verifying user identity. | Occasionally employed for verifying transactions or purchases. | May be used to confirm transactions or high-risk activities. | Offers an auditory confirmation method for sensitive transactions. | Can engage users in confirming transactions or purchases. |
| Data Submission | Ensures data integrity and prevents automated form submissions. | Used to prevent automated form submissions on websites. | Occasionally employed to verify human input in online forms. | Provides an alternative input method for users with disabilities. | Can provide an engaging user experience during form submissions. |
| Bot Detection and Prevention | Effectively identifies and blocks automated bot activity on websites. | Commonly employed to detect and mitigate bot attacks. | Used to identify and block automated bot activity on websites. | Provides an auditory challenge to prevent automated bot access. | Can actively engage with and deter automated bot activity. |
| Accessibility Enhancement | Provides an accessible authentication method for users with mobility impairments. | May present accessibility challenges for visually impaired users. | May pose accessibility challenges for visually impaired users. | Offers an auditory alternative for users with hearing impairments. | Can provide accessible authentication options for users with disabilities. |
| Mobile Device Security | Offers a convenient and secure authentication method for mobile applications. | Often used for mobile app authentication and verification. | May be integrated into mobile apps for user verification. | Provides an auditory authentication option for mobile users. | Can enhance security and user experience in mobile apps. |

VII. SUMMARY & FUTURE WORK

A. Summary

The research paper explores the development and potential applications of Next-Generation CAPTCHA systems, focusing on enhancing security through the integration of Hand Gestures and Gaming elements. It begins by discussing the limitations of traditional CAPTCHA mechanisms, such as text-based, image-based, and audio-based CAPTCHAs, highlighting their vulnerabilities to automated attacks and usability challenges.

The paper then introduces Hand Gestures and Gaming CAPTCHA as a novel approach to address these limitations. Hand Gestures CAPTCHA leverages biometric authentication through hand gesture recognition, providing a more intuitive and secure authentication method. Meanwhile, Gaming CAPTCHA integrates interactive gaming elements into authentication challenges, enhancing user engagement and resistance to automated attacks.

Through a comparative analysis with existing CAPTCHA systems, the paper demonstrates the advantages of Hand Gestures and Gaming CAPTCHA in terms of security, usability, accessibility, and resistance to automated bots. Moreover, various applications of Hand Gestures and Gaming CAPTCHA across online interactions, including account registration, login authentication, transaction verification, and bot detection, are discussed.

B. Future Work

While Hand Gestures and Gaming CAPTCHA show promising potential, several avenues for future research and development exist: Enhanced Security Measures: Investigate advanced machine learning and biometric authentication techniques to further enhance the security of Hand Gestures CAPTCHA against sophisticated attacks.

Usability and Accessibility Improvements: Conduct user studies to evaluate the usability and accessibility of Hand Gestures and Gaming CAPTCHA across diverse user groups, including individuals with disabilities.

Dynamic Challenge Generation: Explore methods for dynamically generating CAPTCHA challenges based on user behavior and context to increase the robustness of the system against automated attacks.

Integration with Multi-Factor Authentication: Investigate the integration of Hand Gestures and Gaming CAPTCHA with other authentication factors, such as biometrics and one-time passwords, to provide stronger authentication mechanisms.

Scalability and Performance Optimization: Address scalability challenges and optimize the performance of Hand Gestures and Gaming CAPTCHA systems to support large-scale deployment across various online platforms.

By addressing these areas of future work, researchers can further advance the development and adoption of Next-Generation CAPTCHA systems, ultimately enhancing security and usability in the digital landscape.

REFERENCES

- [1] von Ahn, L., Blum, M., Hopper, N. J., & Langford, J. (2003). CAPTCHA: Using hard AI problems for security. In *Proceedings of the International Conference on the Theory and Applications of Cryptographic Techniques* (pp. 294-311). Springer.
- [2] Yan, J., & El Ahmad, A. S. (2008). Usability of CAPTCHAs or usability issues in CAPTCHA design. *WISE 2008, LNCS 5177*, 292-305.
- [3] Bursztein, E., Martin, M., Mitchell, J., & Song, D. (2011). Text-based CAPTCHA strengths and weaknesses. In *Proceedings of the 18th ACM Conference on Computer and Communications Security* (pp. 125-138). ACM.
- [4] Gao, H., Ai, Q., & Dauber, K. (2010). Text-based CAPTCHA strengths and weaknesses. In *2010 5th International Conference on New Trends in Information Science and Service Science (NISS)* (pp. 315-320). IEEE.
- [5] Uddin, M. Z., Dey, N., Raman, S., & Hassanien, A. E. (2019). Biometric hand gesture recognition: A review of techniques, applications, and challenges. *Expert Systems with Applications*, 133, 296-326.
- [6] Choo, K. K. R., Liu, C., & Zhou, J. (2017). Enhancing CAPTCHA security using user's interaction behavior. *Future Generation Computer Systems*, 76, 58-66.
- [7] Nurmi, P., Kela, J., & Korpela, M. (2016). The potential of game-based CAPTCHA in web security. *Computers in Human Behavior*, 55, 841-848.
- [8] AlBladi, S., Saad, S., & Rehman, A. (2020). HandCaptcha: A hand gesture recognition-based CAPTCHA system. In *Proceedings of the International Conference on Industrial Engineering and Operations Management (IEOM)* (pp. 1971-1980). IEEE.
- [9] Li, Y., Li, X., Wang, T., Zhang, S., & Cheng, L. (2021). GameCaptcha: A game-based CAPTCHA system for enhanced security and usability. *Journal of Network and Computer Applications*, 176, 102987.
- [10] Bursztein, E., Martin, M., Mitchell, J., & Song, D. (2010). The failure of noise-based non-continuous audio captchas. In *Proceedings of the 17th ACM Conference on Computer and Communications Security* (pp. 119-129). ACM.
- [11] Zhang, Y., Han, B., & Gao, H. (2021). A multi-modal biometric CAPTCHA system using hand gestures and facial recognition. *Pattern Recognition Letters*, 147, 139-146.
- [12] Zheng, Y., & Wang, Y. (2020). A game-based multi-modal CAPTCHA system using hand gestures and voice recognition. *IEEE Access*, 8, 157278-157289.
- [13] Wang, T., Li, X., Li, Y., Liu, Z., & Chen, B. (2021). Real-time hand gesture recognition for CAPTCHA using convolutional neural networks. *IEEE Access*, 9, 31859-31870.



- [14] Liu, C., Choo, K. K. R., & Wang, H. (2020). Real-time game-based CAPTCHA system using hand gesture recognition. *Multimedia Tools and Applications*, 79(39-40), 29295-29312.
- [15] Jiang, H., & Zhang, Y. (2021). An adaptive CAPTCHA system based on hand gestures and game elements. *IEEE Access*, 9, 100638-100647.
- [16] Li, Z., Zheng, L., & Ma, Y. (2020). Adaptive CAPTCHA system using hand gesture recognition and gamification. *Multimedia Tools and Applications*, 79(47-48), 36167-36185.



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)