WEB SPEECH API

PROXY BALL

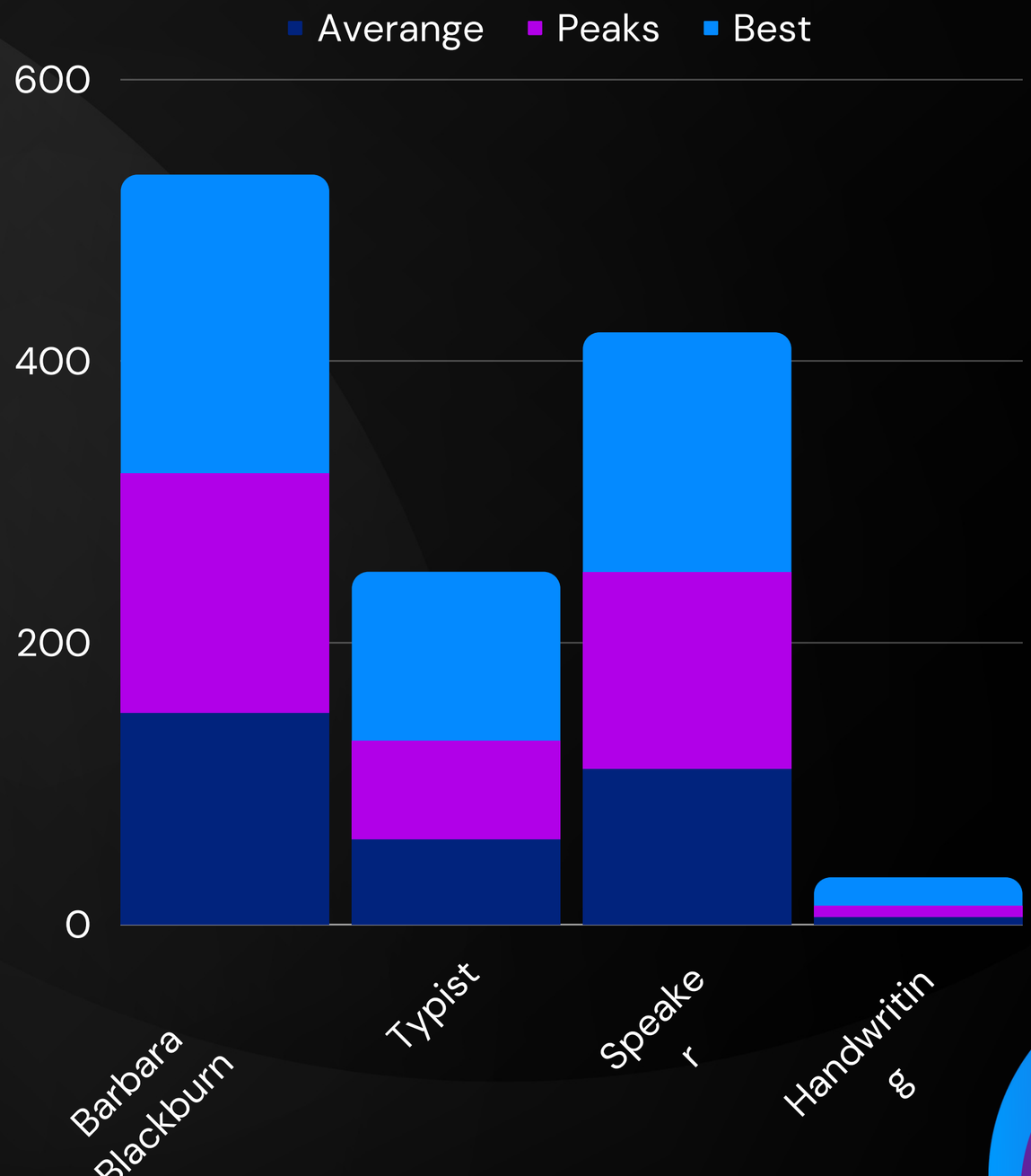
Presented by: Andres M. Prieto

Overview

- *Concept*
- *Structure*
- *Proxy*
- *“NLP”*
- *Recognition*
- *Web speech API*
- *Living in web*
- *Some tips*

Statistics

The following chart represents Barbara Blackburn (Best typist) vs Common non-competitive typist vs Common Speaker-Listening vs Handwriting



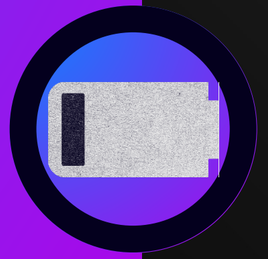
I HAVE THE BEST TALEN…

No, you don’t

Typers are humans

Muscles are not iron

Best typers don't use QWERTY



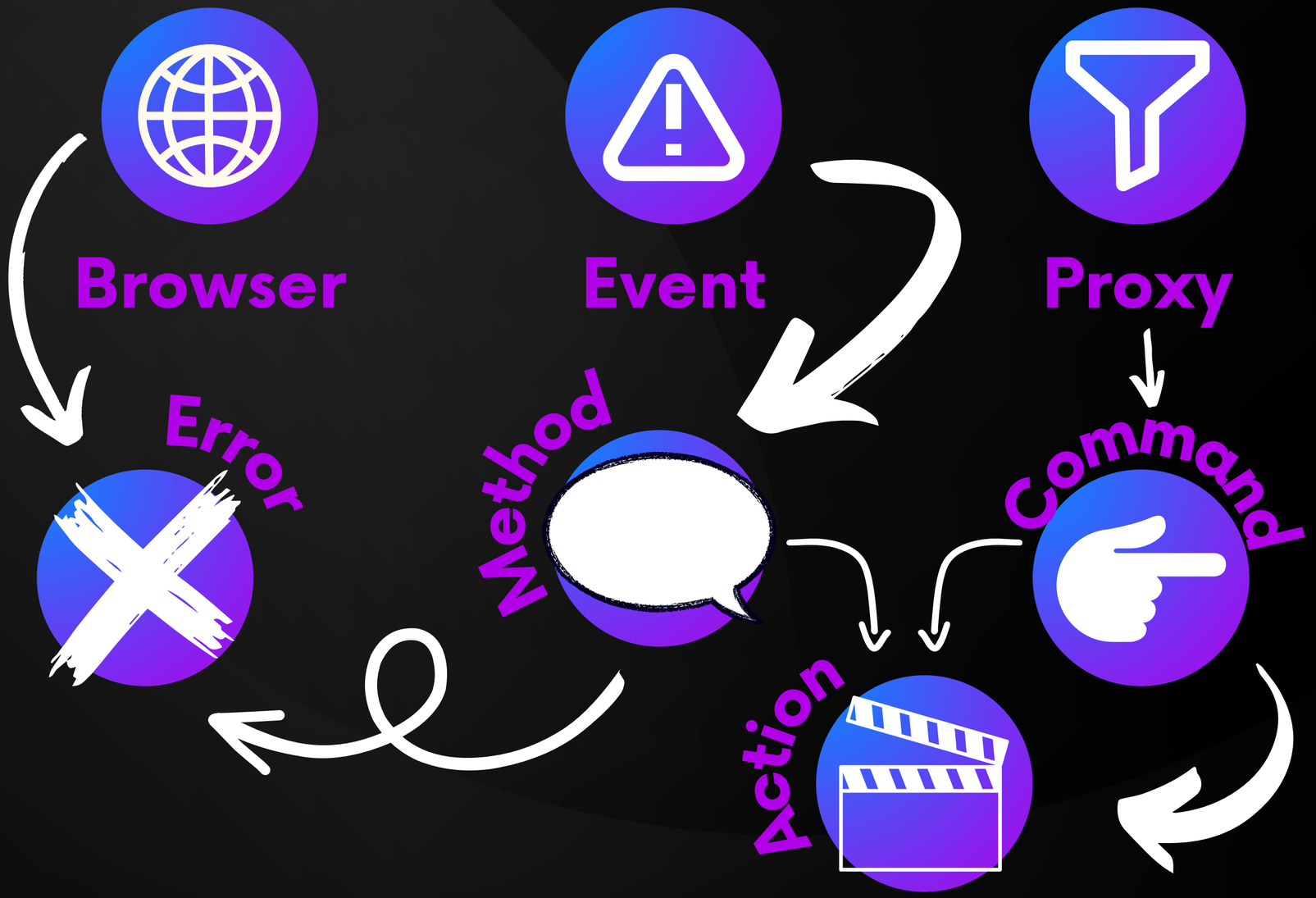
Typing is exhausting

STRUCTURE

Of proxy ball

```
~/Desktop/magic-ball-workshop
> .doc
> .git
> asset
v src
  v error
      browser.js
  v event
      record.js
      setting.js
      window.js
  v proxy
    v action
        english.js
        spanish.js
    v handler
        voice.js
      generator.js
      manager.js
  v Speech
    > WebApi
      AudioToText.js
  v util
      navigator.js
      theme.js
    main.js
> style
  .gitignore
  index.html
  LICENSE
  package-lock.json
  package.json
  README.md
```

LET'S GO BY STEPS

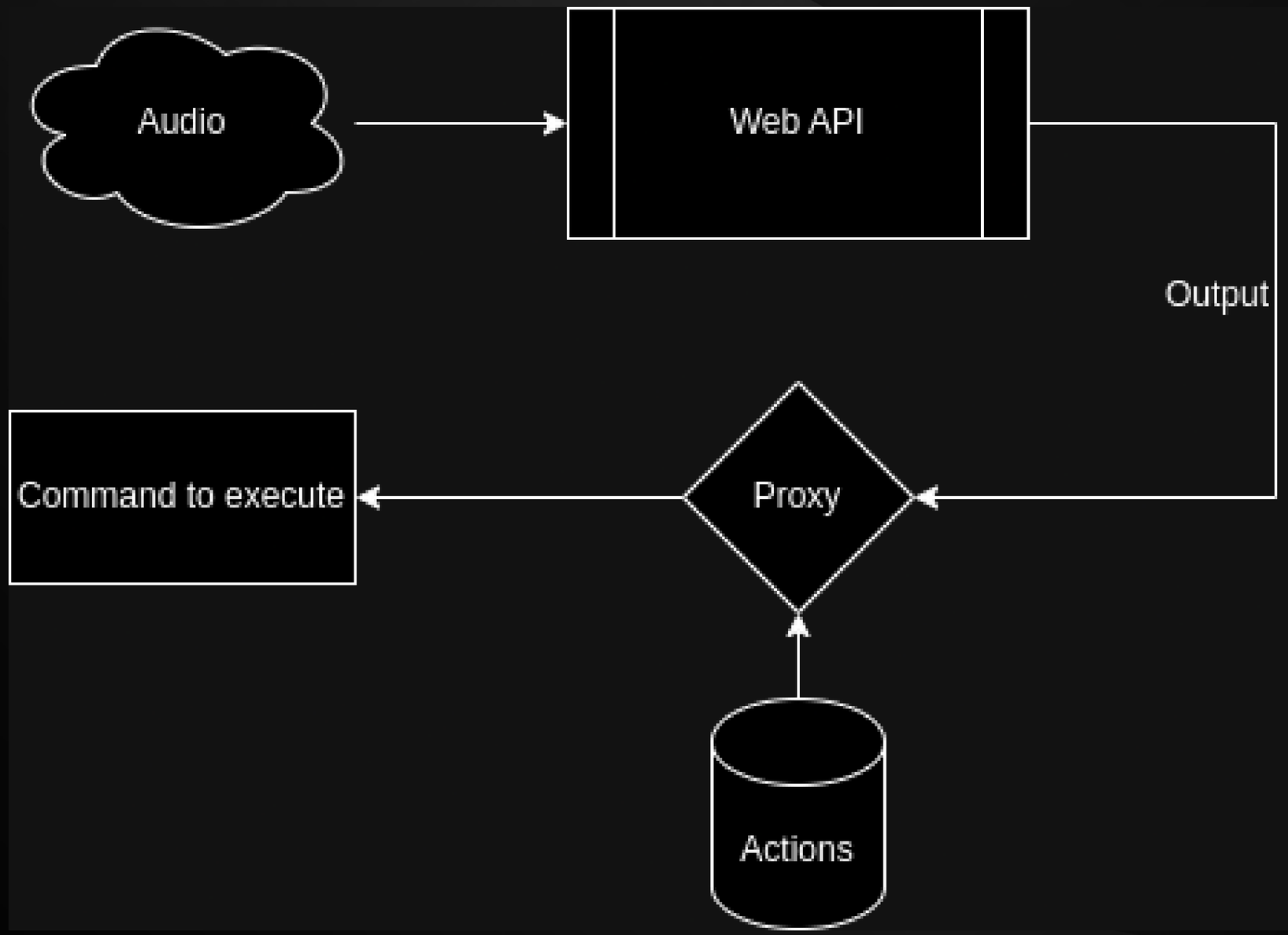


Definition

Proxy

The `Proxy` object allows you to create an object that can be used in place of the original object, but which may redefine fundamental `Object` operations like getting, setting, and defining properties. Proxy objects are commonly used to log property accesses, validate, format, or sanitize inputs, and so on.

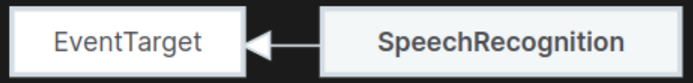
Proxy Arch



Definition

SpeechRecognition

The `SpeechRecognition` interface of the Web Speech API is the controller interface for the recognition service; this also handles the `SpeechRecognitionEvent` sent from the recognition service.



What do you need to recognize?

01

02

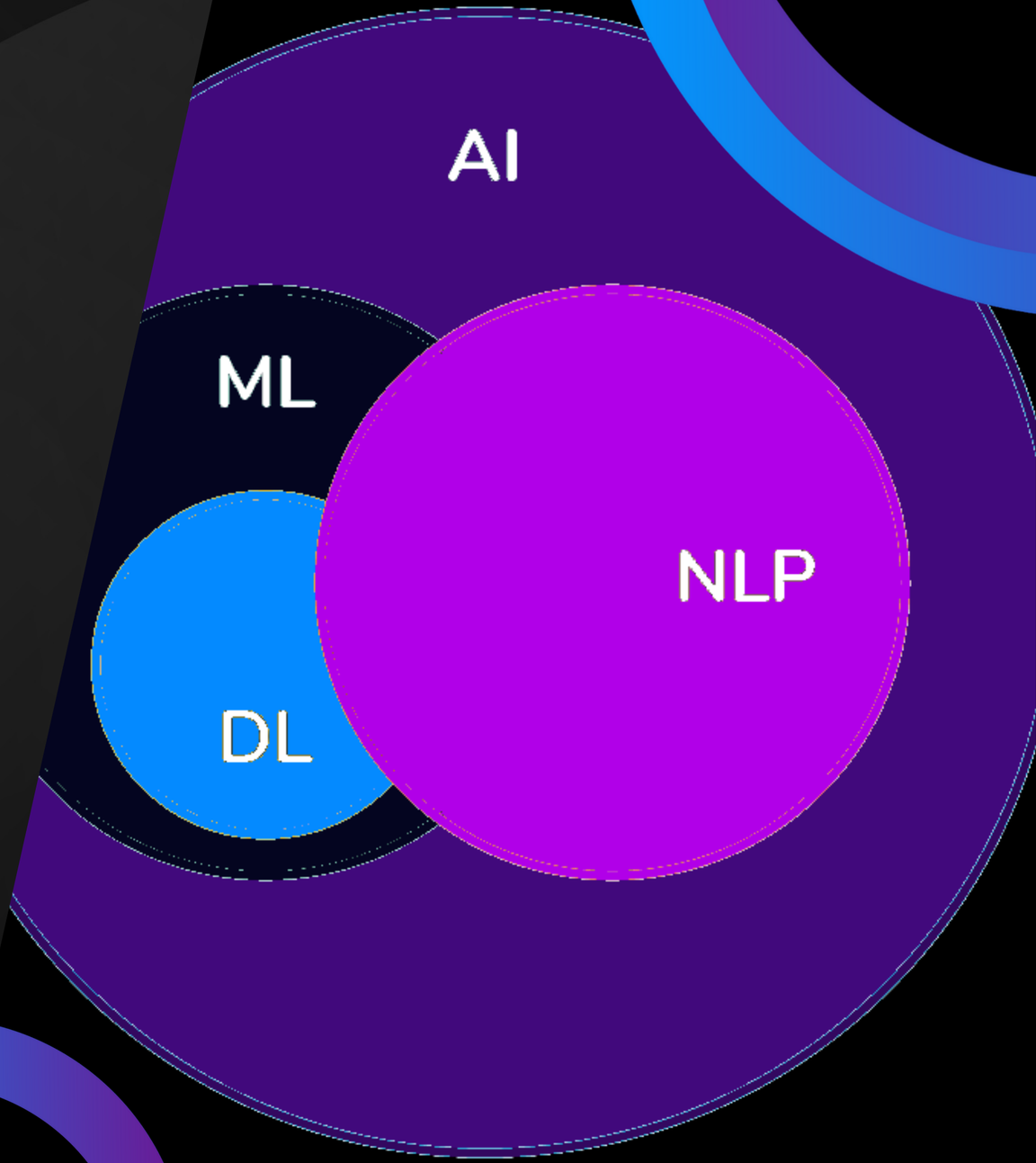
03

04

About

Web Speech API

The **Web Speech API** enables you to incorporate voice data into web apps. The Web Speech API has two parts: `SpeechSynthesis` (Text-to-Speech), and `SpeechRecognition` (Asynchronous Speech Recognition.)



Benefits

Conf and play

Low cost

Good enough

Boostable

THAT'S ALL

THANK YOU

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