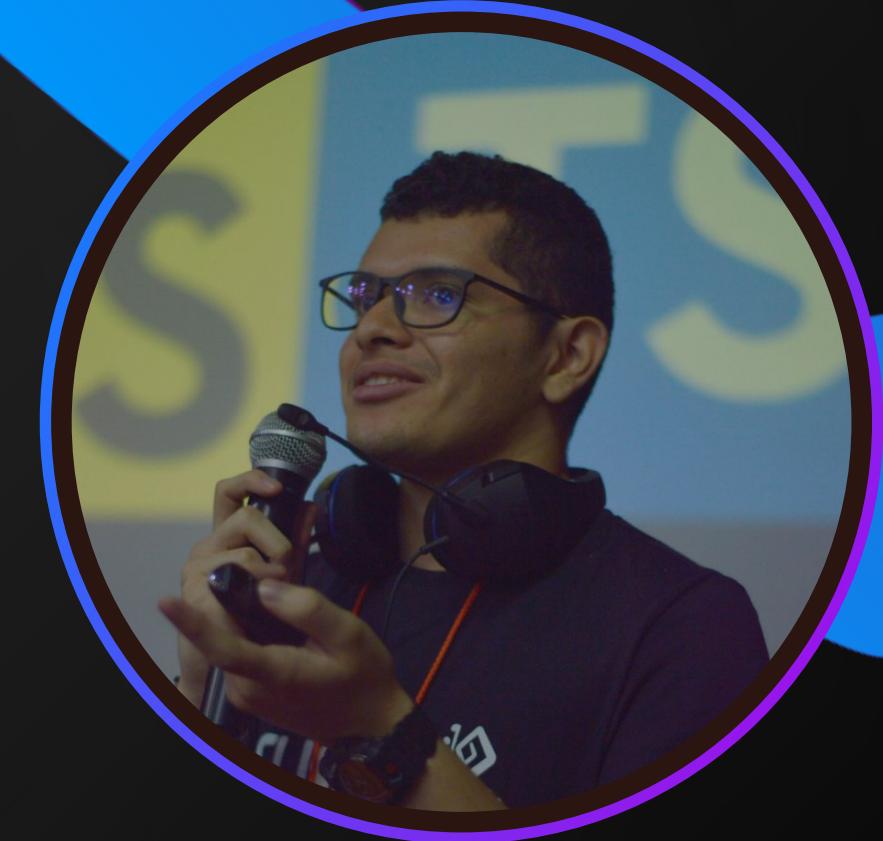


WEB SPEECH API PROXY BALL

Presented by: Andres M. Prieto



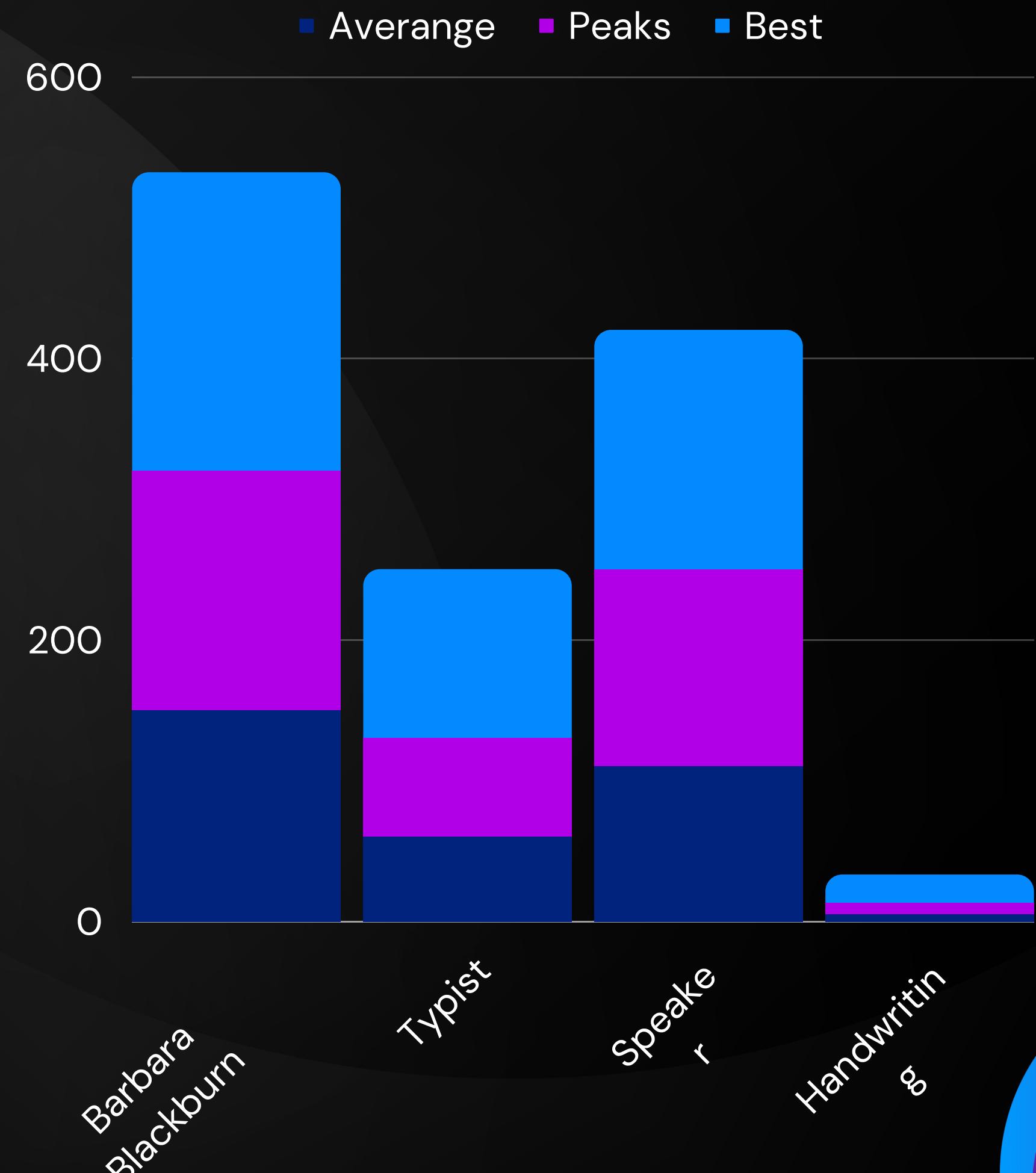
Overview

- *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

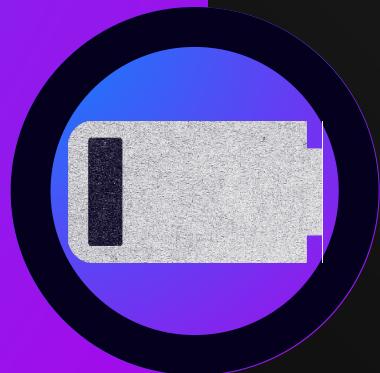
Ty whole damn thing



Muscles are not iron



Best typers don't use QWERTY



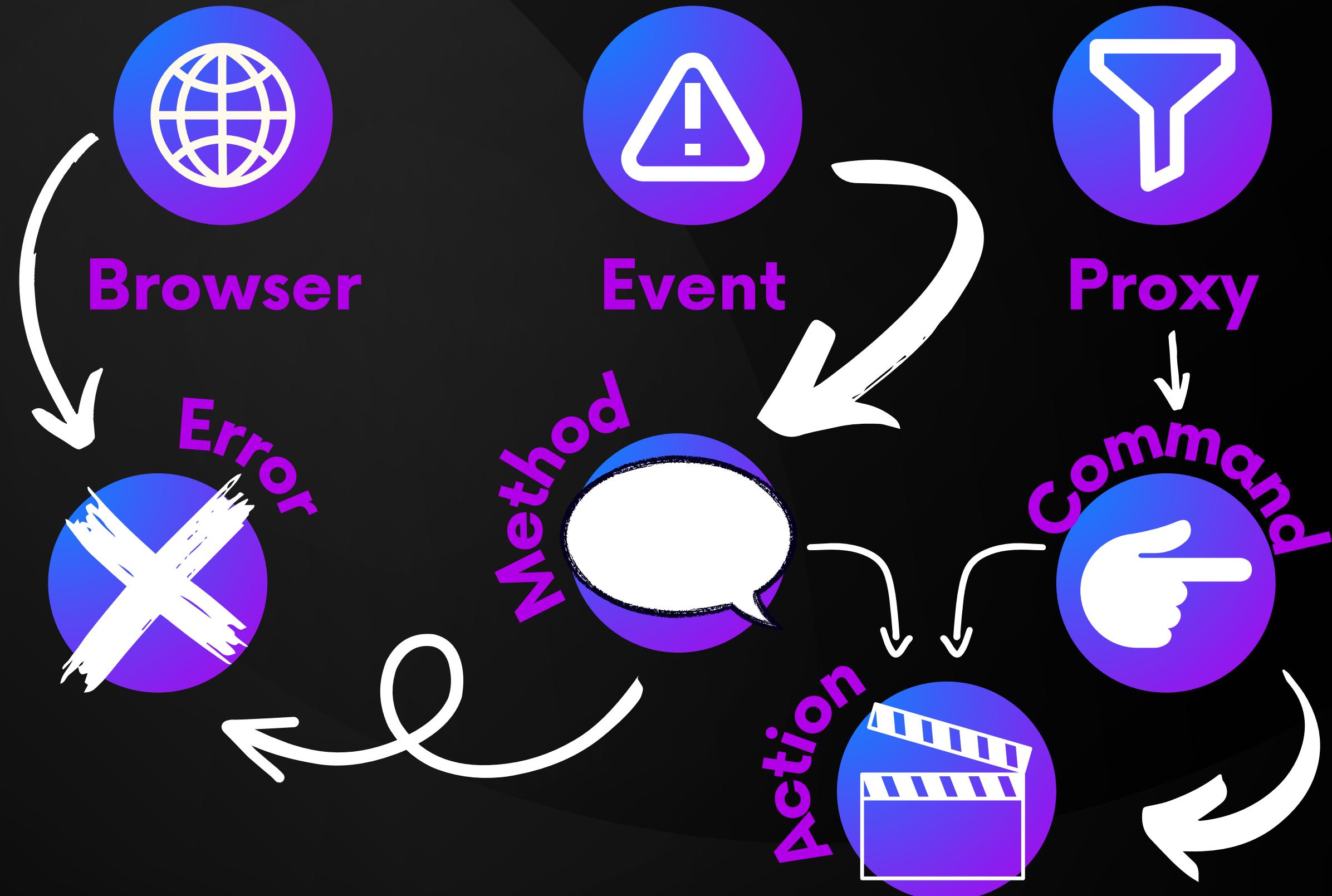
Typing is exhausting

STRUCTURE

Of proxy ball

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

LET'S GO BY STEPS



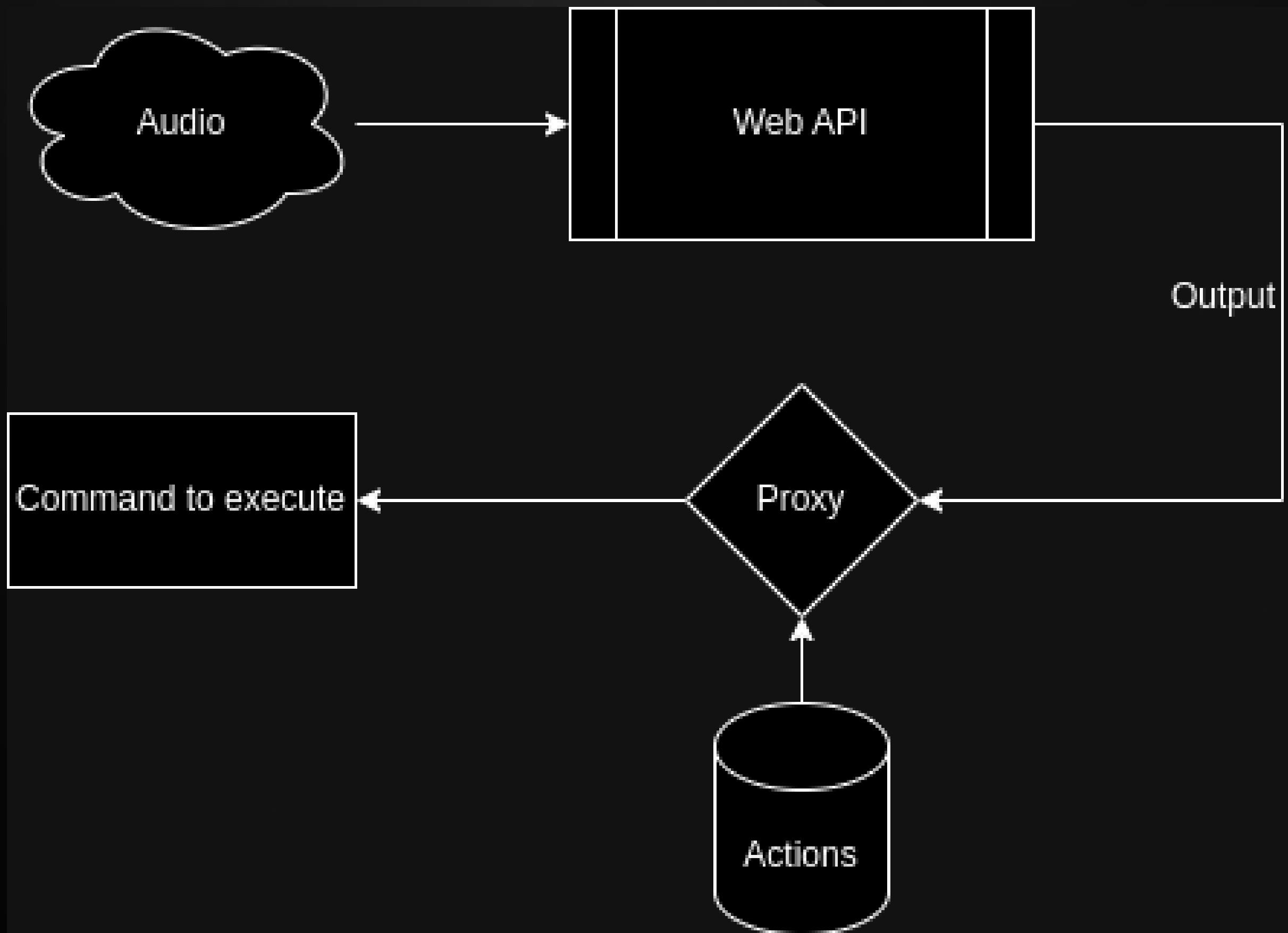
Definition

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

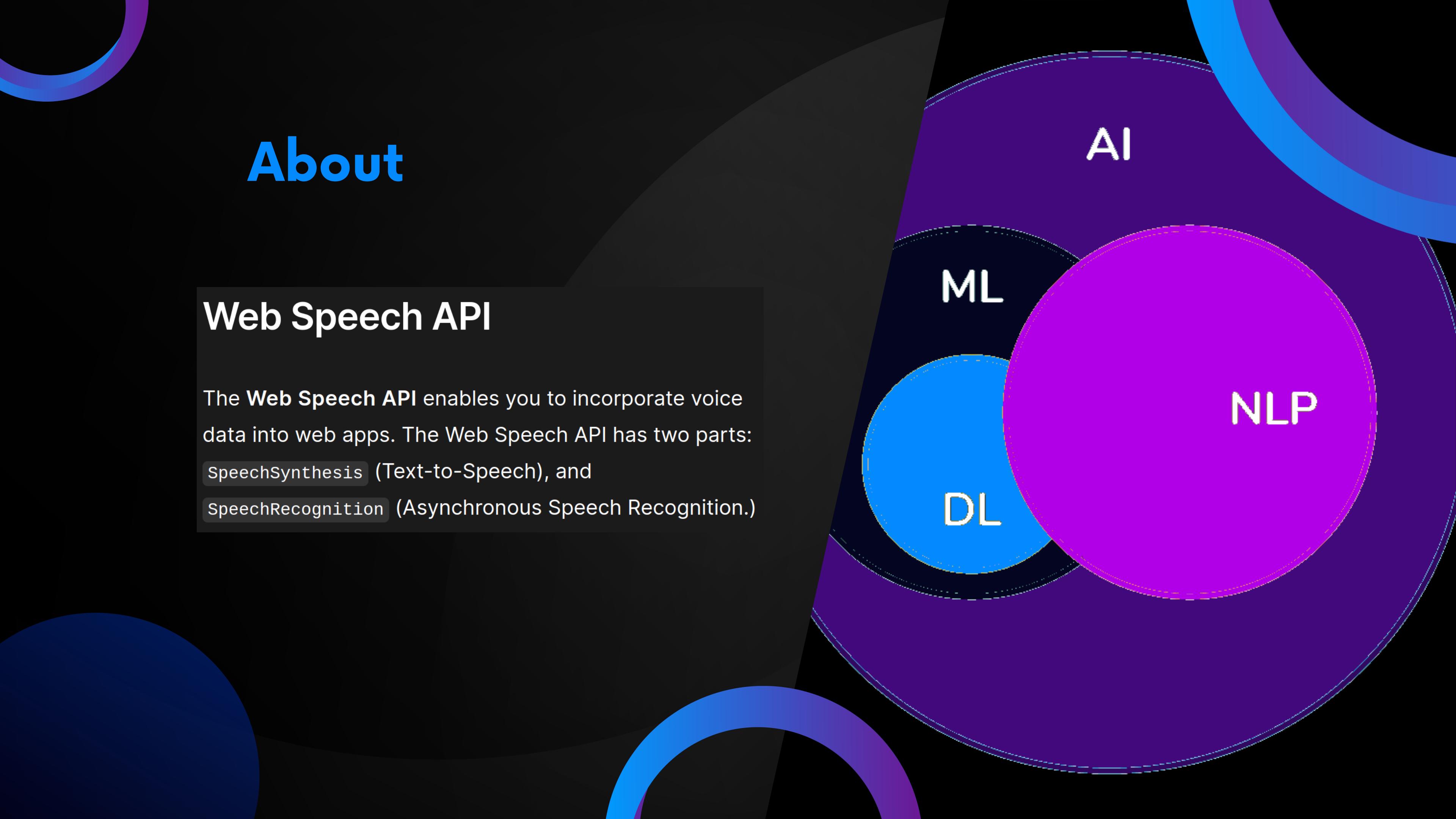
About

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.)



AI

ML

DL

NLP

Benefits



Conf and play



Good enough



Low cost



Boostable





THAT'S ALL THANK YOU

Presented by: Andres M. Prieto

