ABSTRACT…………….. #

STUDENT DECLARATION #

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**INTRODUCTION**

* 1. **Context or Background**

The act of speaking in front of a live audience has long been referred to as public speaking. Today, it covers any type of public speaking, including pre-recorded speeches given all over long distances via technology. Public speaking assists political candidates, an accounting lesson for potential entrepreneurs or a presentation on projects best practices for an individuals. So, I’m building a mobile application for those people who want to improve presentation and public speaking skills.

* 1. **Project Description**

The project's main goal is to develop an Android application for those who wish to enhance their public speaking and presenting abilities by assisting them in developing confidence when giving a speech. Many people might use this software because Android smartphones are more convenient and versatile than any other device. This application not only helps you to speak in public, but also helps you build confidence. With an application, people will be able to practice public speaking skills in a safe environment. They should not, however, be concerned about forgetting their lines or being judged by their peers. In front of any audience, they will feel confident and prepared. An application is not only helpful in listening and speaking but it can also help individual in body postures and hand movement while giving the presentation.

* 1. **Current Scenario**

Public speaking can be a very stressful task. Most people are afraid of it, yet the greatest way to learn is in a comfortable place with a helpful and encouraging audience. It allows you to create relationships in your community, which certainly benefits your business grow. It makes absolutely no difference if you are a teacher, a businessman, or a politician.

However, in meeting, conferences, online video links and presentations are all things they have to deal with on a daily basis. Public speakers must learn how to communicate with a wide variety of audiences, from small crowds to vast halls and auditoriums. They must accomplish things up in a particular amount of time with the best possible outcome or reach certain milestones. This is where Internet comes to handy as these skills of communications are must essentials basically for business purpose.

We cannot guarantee that all users will receive positive outcomes and feedback since virtual learning may not be as effective as classroom learning. Even with all of the experience from the application, a user may still be scared and terrified to speak in front of a massive gathering.

* 1. **Aims and Objectives**

Talking about the recent context, development has made a solid impact on the society. It is the framework for any human society. As the society is grown up the needs and fulfill needs is increasing day by day. It’s a handy task for the developer as they must suit all of the people's and society's needs. So, I have assigned a topic to develop such an application called “**Improve Speech**” who really want to improve their public speaking skills and presentation skills.

Public speaking is an essential skill in the professional life. It enables you to communicate, market ideas, and express oneself clearly. Likewise this application, **Improve Speech** will guide and cover everything from how to start a speech to how to conclude it. The aims of this application are discussed below:

* Assisting the person in developing Vocabulary and Fluency
* Checking and balancing the pauses or breathing stops
* Analyze speech will ensure that all words are pronounced correctly
* Providing an opportunity to learn how to be a good listener
* There will be some notes or distinctive lines to attract the audience at the start of any topic or at the finish of any contents or presentations
* Given recent top news to engage audience in conversation so that they are not bored
* View the reports and feedback from the system
* To meet public demands or needs, we must improve our capabilities
* While checking punctuality it adds some recent words and phrases

**REVIEW OF LITERATURE**

Mobile technology has improved dramatically in recent years, allowing us to obtain information from any device, at any time. As a result, there is a huge need for mobile-friendly software. Modern applications empower shoppers to remain associated and get to data from any gadget, at any time. Estimating software is crucial for providing the most exact size figure and building confidence between developers and users. Almost each and every organizations and individuals uses modern technologies in order to promote good services and to enhance their business. So it’s up to the developer to plan and develop in such a way that it displays everything in an easy-to-understand style that is straightforward to navigate, making it easier for the user to understand and more secure. The products and services are an important component of the application "**Improve Speech**" and everything is presented in a professional manner. Furthermore, users can select a specific topic to better their knowledge on something specialized, making it available.

* 1. **Languages to Code**
  2. **Similar Applications**
  3. **Analysis and Comparison Table**

**REVIEW OF TECHNOLOGY**

**METHODOLOGY**

**PRODUCT DESIGN**

* 1. **Grant Chart**
  2. **Work Break Down Structure**
  3. **Use Case Diagram**

A use case diagram is a UML following diagram a system from of the perspective of its users and their interactions with it. A use case diagram illustrates how actors engage with the system, their goals or needs, and how the system operates. It usually focuses on the actions and interaction between users and systems within.

A proposed Unified Modeling Language (UML) is made for the mobile application named “**Improve Speech**”. It consists of all the key features that was to be included in the application. The application consists of two major actors. They are:

1. User and
2. Admin

The User and the Admin role has been discussed in Fig: 1 and Fig: 2 separately. As the mentioned diagram keep the track while working on the development.

*Fig 1.1: User Use Case Diagram*

The above diagram discuses about the User role. Firstly when the User clicks into Register button the system redirects the user to register form. The User have to fill their basic information which will be essential to be used during registration. The system checks and validates the User inputted data. After successfully registration the new user record is inserted into database. The system then redirects the user to login page.

The login systems allow the user or the administrator to access an application. The User have to fill up their credentials which was used during registration. The system checks the entered credentials and redirects the User to its particular dashboard respectively.

After accessing to dashboard, User can now use the application features. Talking about its working, when the user clicks on recording button it analyses user voice and transform it into text. It checks the grammatical errors, checks breathes and pauses, fills and add up the words, checks the accuracy of the user. After all of these tasks have been completed, a report is created. The user can also manage their profiles, view profile, view reports. If they desire to sign out of the system, the system will log them out as well.

*Fig 1.2: Admin Use Case Diagram*

The above diagram discuses about the Admin role. An admin is the primary actor of the overall system. For the login system the admin have to fill up with their admin credentials. The system validates and checks the credentials and redirects to admin dashboard accordingly.

After redirecting to admin dashboard admin can view the list of users that are registered to their system. They can view user info and delete the unwanted users as well. In the end, admin has the role to control the entire application systems and its operations.

* 1. **Class Diagram**

**SOFTWARE REQUIREMENT ANALYSIS**

**IMPLEMENTATION AND TESTING**

**PRODUCT EVALUATION**

**PROJECT EVALUATION**

**SUMMARY AND CONCLUSION**

**BILBILOGRAPHY**