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**

This application will be developed in both java and HTML. This application's primary language is Java. However, HTML is also utilized to build a relatively basic user interface. The application is really simple to use and its user interface provides an easy and effective way to navigate among the pages, allowing the user to get what they are looking for fast and efficiently. An application performance is relatively excellent. There are no delays or lags when operating the service. The application makes use of jQuery for its user interface. To make things look attractive and seamless, the front end makes use of frameworks such as jQuery.

* 1. **Similar Applications**

These applications *Grammarly, Ummo, Orai, LikeSo* are similar applications to one another in functionality. *Grammarly* and *Ummo,* two web-based writing applications, perform similar responsibilities. *Grammarly* focuses on document grammar, spelling, and punctuation. Using artificial intelligence, *Ummo* can recognize complicated structures and idioms inside a phrase. *Ummo* is compatible with Gmail, *Evernote*, and Google Docs. Another free software that leverages artificial intelligence to provide comments and suggestions on written content is *Orai*. *LikeSo* is a social network that allows users to discover each other based on comparable interests or interests they communicate with other individuals.

* + 1. *Grammarly*

*Grammarly* supports streamlined and effective writing. Our suggestions help identify and replace complicated sentences with more efficient ones, refresh repetitive language, and uphold accurate spelling, punctuation, and grammar. (Anon., 2009) *Grammarly* is a cloud-based typing assistance that evaluates spelling, grammar, punctuation, and other writing skills to help individual improve. It's similar to a spell checker, but for grammar. It improves an individual’s writing so that what user write is clear, effective, and error-free.

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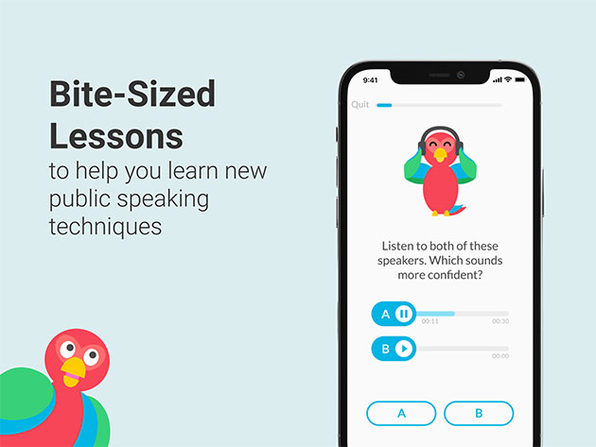
*Fig 1: Similar Application (Grammarly)*

*2.2.2 Ummo*

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*Fig 2: Similar Application (Ummo)*

*2.2.3 Orai*

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*Fig 3: Similar Application (Orai)*

*2.2.4 LikeSo*

**

*Fig 4: Similar Application (LikeSo)*

* 1. **Used Platform**

Android Studio

Firebase

Google Chrome

Notepad

Photoshop

Github

* 1. **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.

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*Fig 1.1: User Use Case Diagram*

The above diagram Fig 1.1 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 Fig 1.2 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.

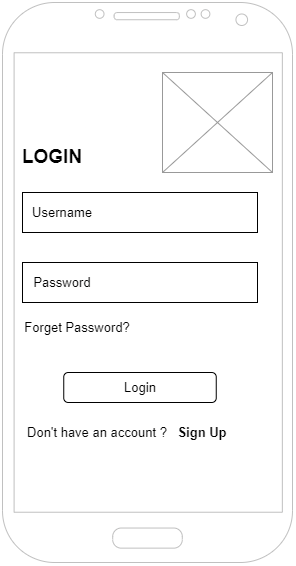
After redirecting to admin dashboard admin can view the list of users that are registered to their system. They can view user info and delete the unwanted users as well. In the end, admin has the role to control the entire application systems and its operations.

* 1. **Class Diagram**

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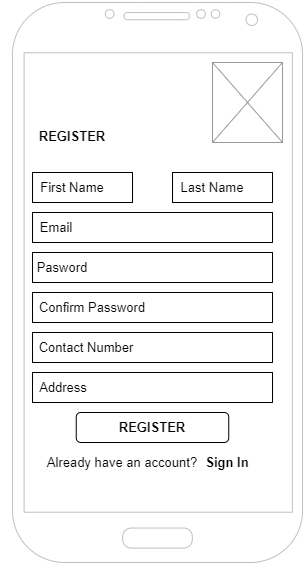
*Fig 2.1: Admin Use Case Diagram*

* 1. **ER Diagram**
  2. **Wireframe**

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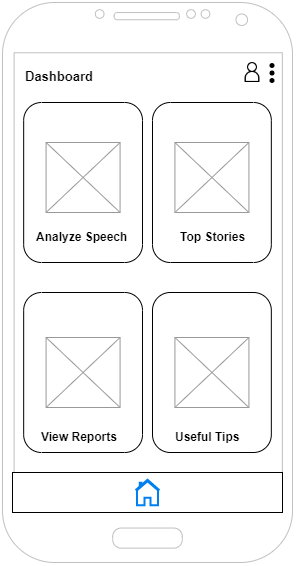
*Fig 2.1: Login wireframe*

The figure 21 is the wireframe for login page. It consists of two text field area placed for user email and password. There are also two buttons (i.e. Login and Sign Up). Log in is for logging the user and while the other is for user registration.

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*Fig 2.1: Register wireframe*

The figure 21 is the wireframe for register page. It consists of all the details required for user for registration. It includes first name, last name, email, and password, confirm password, contact number and address. There are also two buttons (i.e. Register and Sign In).Register is for registering the new user and while the other is for redirecting the user for login.

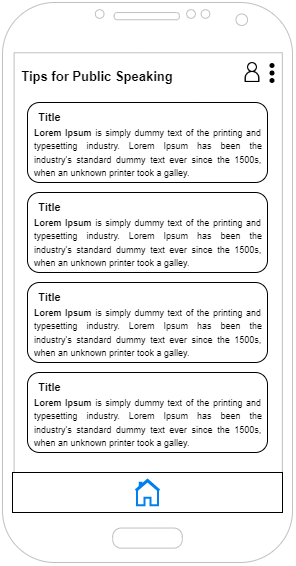
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*Fig 2.1: Dashboard wireframe*

The figure 21 is the wireframe for dashboard page. It consists of four major buttons for redirecting the user for different purpose. At the top of the title the profile icon redirects user to view their profile. Pressing on breadcrumbs enables the dropdown link for Log out, which log out the user from the application.

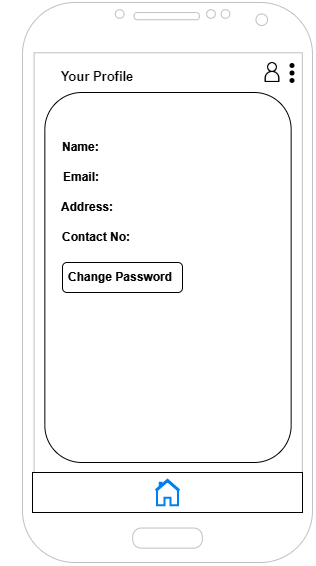
Analyze speech for redirecting the user for testing, and checking grammar. Top stories is for redirecting the user for viewing top global news. View reports is for redirecting the user for viewing their progression. Useful tips is for redirecting the user for providing the user with public speaking tricks.

Lastly, the home icon is placed for redirecting the user to their main dashboard.

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*Fig 2.1: Tips for public speaking wireframe*

The figure 21 is the wireframe for useful tips. It displays tips for user in order to enhance public speaking skills.

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*Fig 2.1: Profile wireframe*

The figure 21 is the wireframe for profile page. It shows the details of the user. User can also change their password accordingly.

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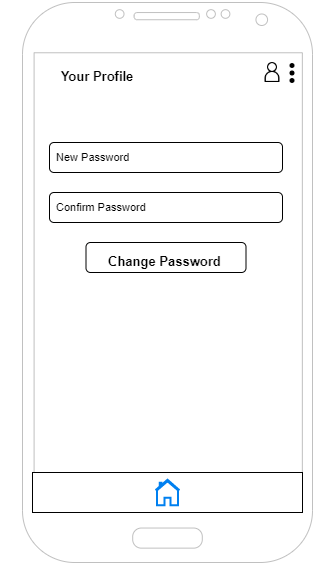
*Fig 2.1: Analyze speech wireframe*

The figure 21 is the wireframe for analyze speech page. It consists of text field and two buttons. The mic button is for getting the input from user voice and the check button is for checking the user’s grammatical errors.

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*Fig 2.1: Top stories Wireframe*

The figure 21 is the wireframe for top stories page. It displays the global news for the user.

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*Fig 2.1: Change password wireframe*

The figure 21 is the wireframe for change password page. It consists of two text field where user can change their password accordingly. The change password button checks and changes the user’s password.

**SOFTWARE REQUIREMENT ANALYSIS**

**IMPLEMENTATION AND TESTING**

**PRODUCT EVALUATION**

**PROJECT EVALUATION**

**SUMMARY AND CONCLUSION**

**BILBILOGRAPHY**