FUN TRANSLATOR

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The Robotics Forum

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Project Link:

Github:- https://github.com/RoboSpark-2021/robospark-2021-FT-Funtranslator

PROJECT FLOW/ALGORITHM

SPLASH ACTIVITY

Splash activity is initiated for few seconds containing the app name

HOME SCREEN

It consists of 3 buttons which allows user to select the character to which he wants to convert the text

TRANSLATE SCREEN

From the home screen the user is redirected to respective translate screen. It consists of

- 1. Image: Includes image of a character.
- 2. <u>Text input field</u>: User enters the text he wants to get translated.
- 3. *Translate Button*: After pressing the button this text will get translated.
- 4. <u>Text field</u>: After the Translate button is pressed the translated text will be displayed here.

It consists the use of API for translating the user input text to required language.

PROBLEMS FACED

API INTEGRATION

The biggest problem we faced was Integration of API with flutter as it was new to us.

SPLASH SCREEN AND NEW ACTIVITY

Adding splash screen and redirecting from one activity to another was also a bit tough .

SOLUTIONS FOUND FOR PROBLEMS

• Integrated API without using factory method

CODE SNIPPETS

```
| Time | Colt | Selection | Vew | Go | Run | Terminal | Help | Mount | Study | Student | Study |
```

FIG.1.MAIN PAGE

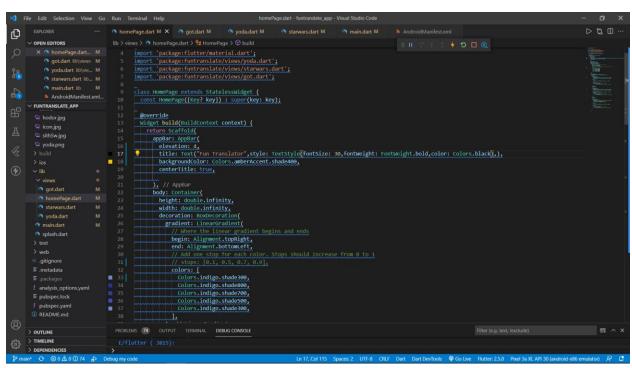


FIG.2.HOME PAGE

```
DEFINITIONS

DEFIN
```

FIG.3.HOME PAGE

```
⊳ ta 🗆
Ф
                                  × 9 yoda.dart lib\vie... M
                                           late Map mapResponse;
late Map dataResponse;
       FUNTRANSLATE APP
                                     reoverTide
| YodaState createState() => _YodaState();
        icon.jpg
sithSw.jpg
                                     13
14 class _YodaState extends State<Yoda> {
15 | String textEntered = "";
        views
got.dart
                                              http.Response response;
response = await http.get(Uri.parse("https://api.funtranslations.com/translate/yoda.json?text=$textEntered"));
                                                    var mapResponse=json.decode(response.body);
dataResponse = mapResponse['contents'];
                                             @override
void initState() {
                                              apicall();
super.initState();
                                              @override
                                     PROBLEMS 74 OUTPUT TERMINAL DEBUG CONSOLE
                                                                                                                                                                                                               | ⇒ ^ ×
```

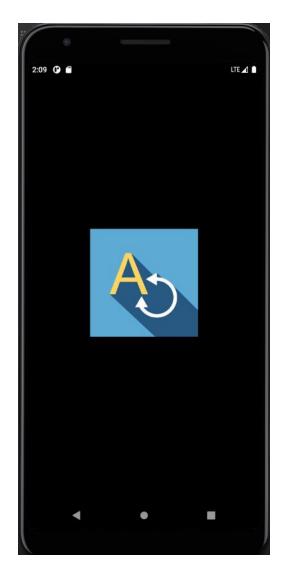
FIG.4.YODA PAGE

FIG.4.YODA PAGE

```
| Time | Colt | Selection | Vew | Go | Run | Feminal | Help | Product | Prod
```

FIG.4.YODA PAGE

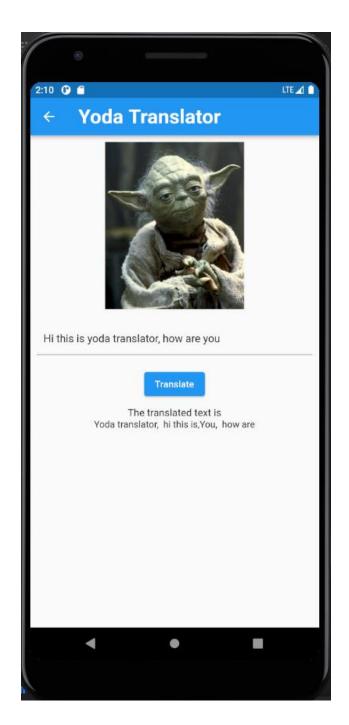
OUTPUT SNIPPETS



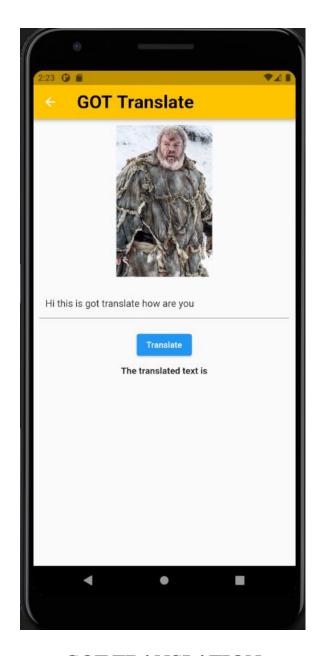
SPLASH SCREEN



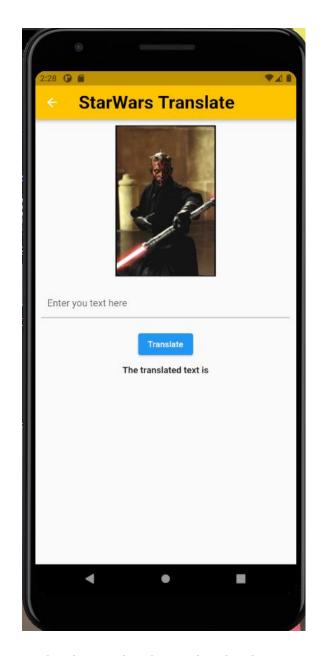
HOME SCREEN



YODA TRANSLATION



GOT TRANSLATION



STARWARS TRANSLATE