

Android Application called AACIMPLE by Sesat Ltd

Patent Pending SES-CY-EU-035

This application is an Android application. The purpose of the application is to help children with language development, with enrichment of their Dictionary, with Reading, Writing, Spelling, Syntax, BUT mostly with everyday communication and for many more other skills (memory, visual discrimination, auditory discrimination, attention).

Watch the videos: <https://youtu.be/7fzyoDIMRjY>

The Application will have 60 messages saved in a MAIN Database called **MainDatabase**. The user clicks on a message cell to listen to the message. Any message box can have a picture, a sound, a text. All text will be in English except on the messages Boxes.

SCREENS

1. Main Screen
2. Registration and Licence Screen
3. Create New Message Screen
4. Database Management Screen
5. Choose and Run an Activity Screen
6. Activity Screen with one Message
7. Activity Screen with two Messages
8. Activity Screen with three Messages
9. Activity Screen with four Messages
10. Activity Screen with six Messages
11. Activity Screen with six Messages in a row
12. Activity Screen with twelve Messages
13. General Settings Screen.

1. MAIN SCREEN-START-UP SCREEN

Buttons/icons/labels:

Button to go to General Settings Screen: **SETTINGS**

Button to go to the Registration and License Screen where developers info can be found:
REGISTRATION-LICENCE

Button to go to Create New Message Screen: **NEW MESSAGE**

Button to Go to the Main Database Management Screen: **DATABASE MANAGEMENT**

Button to Choose and Run an Activity Screen: **ACTIVITIES**

2. REGISTRATION AND LICENCE SCREEN

Buttons/icons/labels: Buttons for user to be registered and insert Licence Code

Name: i.e. David

Surname: i.e. Mathew

Username: i.e. Monacy

User Password: i.e. 1a2b3c

Retype User password: i.e. 1a2b3c

Mobile number (optional): i.e. 00357222222

Email: i.e. sesses@cytanet.com.cy

Register: YES/NO **Forgot**

Password:

Change password:

New Password:

Confirm Password:

Forgot Username:

New Username:

Confirm UserName: YES/No

Add Licence Number: Link to pay LICENSE through PAYPAL to pay

Wrong license number, try again or contact sesses@cytanet.com.cy

Data of registered people to be saved in the Clients' DataBase

Devolppers Details:

Label button/s with details of SESAT Ltd

Developers: SESAT Ltd, Cyprus

Email: sesses@cytanet.com.cy **Version:**

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www.sesarab.com **Clients'**

Database:

KeyfieldCode:

Name:

Surname:

UserName:

Userpassword:

Mobile:

Email:

License NO:

LicencePassword:

3. CREATE A NEW MESSAGE

Buttons/icons/labels:

MESSAGE: A message is a record in the MAIN Database of messages with the following fields:



- **Keyfield Code:** i.e. 001 to be added automatically
- **Select Language:** Greek, English, Italian etc.
- **Type the phrase** (Label-text): i.e. I want water
- **Select a Picture:** i.e. a picture of a glass of water. Take picture, import picture, find picture on internet (*.jpg, *.gif, other....)
- **Select a Sound:** i.e. the recorded sound of "I want water". Record a new sound, import sound, find a sound from the internet (wav, mp3, mp4, other)
- **Picture ON/OFF** (to see or not to see the picture), Default is ON
- **Text ON/OFF** (to see or not to see the text), Default is ON
- **Sound ON/OFF** (to listen or not to listen to the sound), Default is ON
- **Select the Font size:** (i.e. 10, 11, 12, other), Default size to be 12
- **Select the Font colour** from palette. Default font colour to be White
- **Select Background** colour to be selected from palette, Default background colour to be dark blue.

Each new Record is added at the end of the Main Database and is saved in the Main Database not in the OLDMESSAGES database.

4. DATABASE MANAGEMENT

Buttons/icons/labels:

Click on a **BUTTON** for selection of list to use: **Main Database** List or **OldMessages Database** list

Click on a **Button** to see list of messages of the **Main Database** (combo list scrolling up and down)

Click on a **Button** to see list of messages of the **OldMessages Database** (combo list scrolling up and down)

Click to **select** a message from Main Database: See the Code, See the picture, See the text, Listen to the sound.

Edit/Update a message from **Main Database**: Update YES/NO option

Create NEW message to be saved in the **Main Database**: Save YES/NO option **Delete a**

Message from Main Database: Select the Message from the Main Database.

"You will Delete this Messages, Are you sure?" YES/NO.

When deleted the message to be saved in the **OldMessages Database**, at the end of the file **Bring a message** from OldMessages Database to Save in the Main Database. Save YES/NO

option. IF YES then the Keyfieldcode of the record to change to a new keyfieldcode and the record to be added at the end of the MAIN database.

5. CHOOSE AND RUN AN ACTIVITY

Buttons/icons/labels: See the following picture.

Go Back to Main Screen

Go to Activity Screen with one Message. Just Number 1

Go to Activity Screen with two Messages. Just Number 2

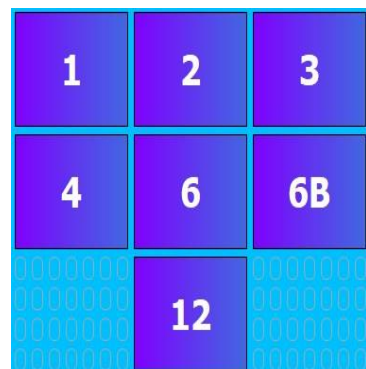
Go to Activity Screen with three Messages. Just Number 3

Go to Activity Screen with four Messages. Just Number 4

Go to Activity Screen with six Messages Just Number 6

Go to Activity Screen with six Messages in a row. Just Number 6B

Go to Activity Screen with twelve Messages. Just Number 12.



6. ACTIVITY SCREEN WITH ONE MESSAGE

This screen presents only one Message in the middle of the screen and has two arrows left and right to select next message or previous message. Messages are retrieved from the MAIN Database.

GOBACK Button on the left top corner, to return to the Choose and Run an Activity Screen.

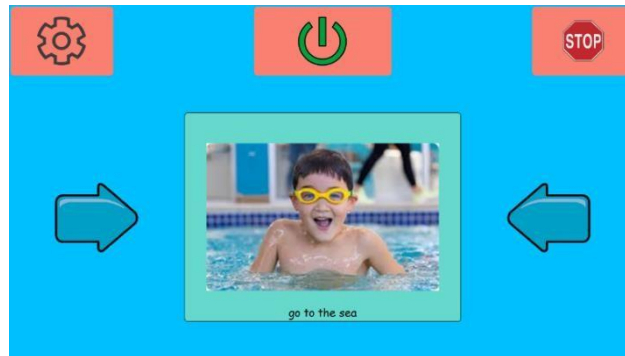
Left Arrow Button

Right Arrow Button

Start presentation Button at the top middle of the screen. This will turn automatically Message Cells the one after the other based on the Time Duration decided from Settings.

Default Time Duration is: 3 seconds.

Stop Presentation: Button at the top right corner.



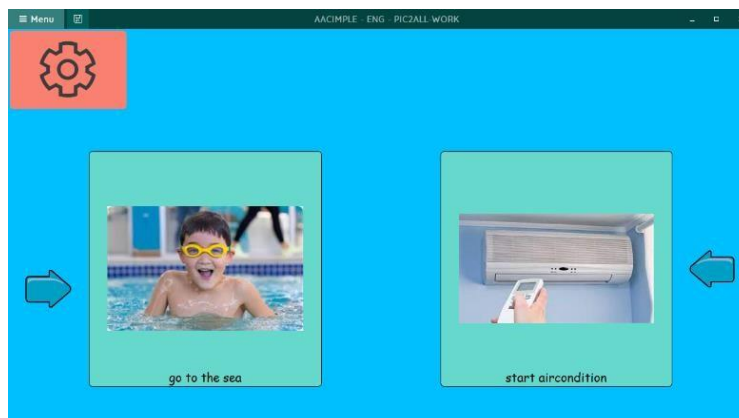
7. ACTIVITY SCREEN WITH TWO MESSAGES

This screen presents only TWO Message in the middle of the screen, the one next to the other, and has two arrows left and right to select next message or previous message. Messages are retrieved from the MAIN Database.

GOBACK Button on the left top corner, to return to the Choose and Run an Activity Screen

Left Arrow Button

Right Arrow Button



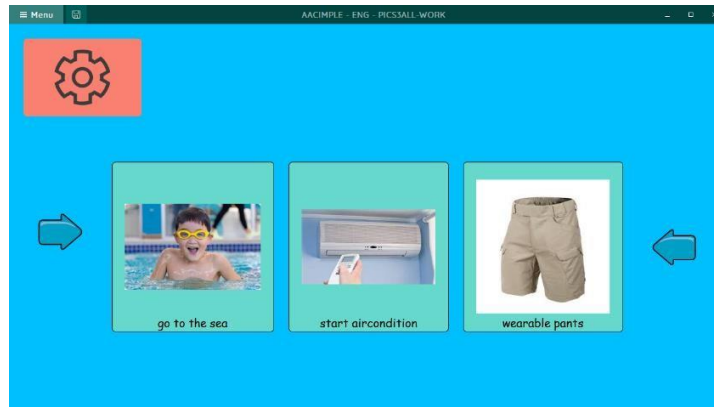
8. ACTIVITY SCREEN WITH THREE MESSAGES

This screen presents only THREE Messages in the middle of the screen, the one next to the other and has two arrows left and right to select next message or previous message. Messages are retrieved from the MAIN database.

GOBACK Button, to return to the Choose and Run an Activity Screen

Left Arrow Button

Right Arrow Button



1. ACTIVITY SCREEN WITH FOUR MESSAGES

This screen presents only FOUR Messages in the middle of the screen, two rows of two each and has two arrows left and right to select next message or previous message. Messages are retrieved from the MAIN database.

GOBACK Button, to return to the Choose and Run an Activity Screen

Left Arrow Button

Right Arrow Button



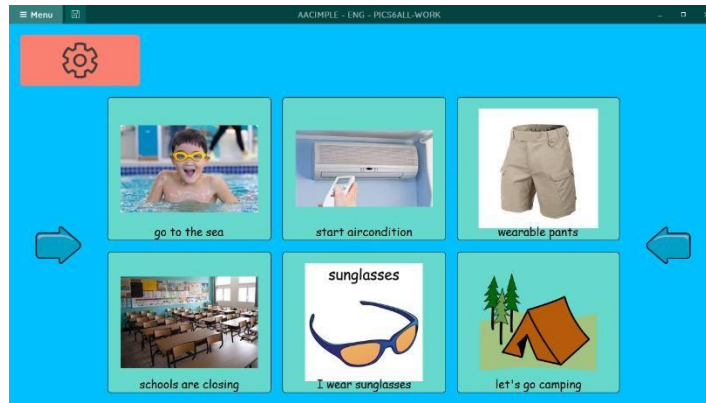
2. ACTIVITY SCREEN WITH SIX MESSAGES

This screen presents only SIX Messages in the middle of the screen, two rows of three each, and has two arrows left and right to select next message or previous message. Messages are retrieved from the MAIN database.

GOBACK Button, to return to the Choose and Run an Activity Screen

Left Arrow Button

Right Arrow Button



3. ACTIVITY SCREEN WITH SIX MESSAGES IN A ROW

This screen presents only SIX Messages in the middle of the screen, all in the same row, and has two arrows left and right to select next message or previous message. Messages are retrieved from the MAIN database.

GOBACK Button, to return to the Choose and Run an Activity Screen

Left Arrow Button

Right Arrow Button



4. ACTIVITY SCREEN WITH TWELVE MESSAGES

This screen presents TWELVE Messages in two rows of six messages each row and has two arrows left and right to select next messages or previous messages. Messages are retrieved from the MAIN database.

GOBACK Button, to return to the Choose and Run an Activity Screen

Left Arrow Button

Right Arrow Button



5. GENERAL SETTINGS

Buttons/icons/labels:

1. Adaptability/resizing of screen size Automatically to fit on any Android Screen
2. To be possible for the Application to run on Tablets and mobiles
3. Time Duration for presentation. Default Time Duration to be 3 seconds.
4. See only Picture on the Message Boxes YES/NO, Default is NO
5. See only text **on the center** of the message boxes YES/NO, Default is NO
6. Listen to Sound from Message Boxes YES/NO. Default is YES
7. Colour of font text on message boxes. Default Colour of text to be White
8. Colour background of message Boxes. Default colour to be Navy Blue
9. Size of fonts. Default size of fonts to be 12. **Will also advice you after debugging**
10. Font series selection (Tahoma, Calibri, Arial, other). Default series to be Tahoma
11. See nothing on the Message Boxes YES/NO. Default is NO
12. Randomize Message Boxes YES/NO. Default is NO.
13. The project to be completed in a month from the date of signature.

Other terms:

The programmer to publish the Application, and make arrangements for registration of users, with passwords and Licence code.

I hereby confirm that I have read and understood everything in the project.

Name of Programmer:

ID of Programmer:

Signature of Programmer.

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Signed on the 21st of December, 2023.

Project to be delivered latest 21st of February, 2023.