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# AdvancedText2SpeechEditor

## Sprint Report

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The expendables

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## VERSIONS HISTORY

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Date	Version	Description	Author
8/3/21	<1.0>	First look at the project. Analyzing requirements of the project.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
15/3/21	<2.0>	Discussion about the design patterns that we have to implement for the project and how they have to behave on it. Dividing project parts in pieces with 2 weeks deadline on each.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
20/3/21	<3.0>	Design on paper the package diagram, the classes and interfaces that we are going to need.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
2/4/21	<4.0>	Implementation of the model package. Discussion about the UI (how it is going to look and what actions will provide).	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
8/4/21	<5.0>	Implementation of the UI.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
15/4/21	<6.0>	Command implementations. OpenDocument and SaveDocument work successfully for text and docx files.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
18/4/21	<7.0>	OpenDocument and SaveDocument work successfully for xlsx files. System now supports coded files. (Rot13 AtBash encoding completed)	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
30/4/21	<8.0>	Every command that does not need sound has been completed.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos

5/5/21	<9.0>	Starting implementation of the classes that will be used for listening to sound.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
9/5/21	<10.0>	PlayAudio works properly . ReplayManager and recording commands on board.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
13/5/21	<11.0>	ReplayManager and recording commands finished.Audio settings completed.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
15/5/21	<12.0>	Testing Rot13 and Atbash encoding. (All tests passed)	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
17/5/21	<13.0>	Testing DocumentToSpeech and ReplayManager. (All test passed)	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos
19/5/21	<14.0> final	Project works properly. User can't select the lines he wants for listening. That user story is missing.	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos

## 1 Introduction

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This document provides information concerning the full project.

### 1.1 Purpose

### 1.2 Document Structure

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The rest of this document is structured as follows. Section 2 describes out Scrum team and specifies the Sprint's backlog. Section 3 specifies the main design concepts for this release of the project.

## 2 Scrum team and Sprint Backlog

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### 2.1 Scrum team

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<b>Product Owner</b>	Apostolos Zarras
<b>Scrum Master</b>	Antonios Tziounas
<b>Development Team</b>	Tziounas Antonios Paschos Eleftherios Bourazanis Nikolaos

## 3 Use Cases

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<Specify the concrete Use Cases that describe the interaction of the user with the applications, as derived from the abstract user stories. Give a **UML Use Case diagram** and the **detailed use case descriptions**.>

<b>Use case ID</b>	UC1
<b>Actors</b>	User
<b>Pre conditions</b>	A file("txt","docx","xlsx") must be stored on the disk.Application must be running.User must have hit the "File" button.
<b>Main flow of events</b>	<ol style="list-style-type: none"><li>1. The use case starts when the user hits the "Open Document" button</li><li>2. A menu with all the files stored on disk opens.</li><li>3. User selects the document he wants to open from his disk.</li></ol>
<b>Alternative flow 1</b>	<ol style="list-style-type: none"><li>1. The use case starts when the user hits the "Open Document" button</li><li>2. A menu with all the files stored on disk opens.</li><li>3. User selects the document he wants to open from his disk and it's not a "txt","docx","xlsx" file.</li><li>4. A message that the file type is not available is displayed on the screen.</li></ol>
<b>Post conditions</b>	[Consequences on the state of the application after the correct execution of the use case]

	The contents of the file are being displayed on the application.
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<b>Use case ID</b>	UC2
<b>Actors</b>	User
<b>Pre Conditions</b>	UC1
<b>Main flow of events</b>	1. The use case starts when the user starts editing the file that is being displayed on the text area of the application.
<b>Post conditions</b>	The new content is being displayed on text area

<b>Use case ID</b>	UC3
<b>Actors</b>	User
<b>Pre Conditions</b>	UC1
<b>Main flow of events</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to save the file that is being displayed on the text area of the application.</li> <li>2. User can choose if he wants the file to be saved with encoding or not by hitting one of the "AtBash" "Rot13 " "No encoding" buttons.</li> <li>3. User hits the "File" button.</li> <li>4. User hits "Save" option</li> </ol>
<b>Alternative flow</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to save the file that is being displayed on the text area of the application.</li> <li>2. User can choose if he wants the file to be saved with encoding or not by hitting one of the "AtBash" "Rot13 " "No encoding" buttons.</li> <li>3. User hits the "File" button.</li> <li>4. User hits "Save as" option <ol style="list-style-type: none"> <li>a. A new menu appears and User is being asked for the name of the new file,the location that he wants to save it and the format.</li> </ol> </li> </ol>

<b>Post conditions</b>	Next time User opens the file he saved the new contents will be displayed in the text area
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<b>Use case ID</b>	UC4
<b>Actors</b>	User
<b>Pre Conditions</b>	UC1
<b>Main flow of events</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to transform the displayed text from the application text area to Audio.</li> <li>2. User hits the "Play Audio" button</li> </ol>
<b>Post conditions</b>	User starts listening to the displayed text.

<b>Use case ID</b>	UC6
<b>Actors</b>	User
<b>Pre Conditions</b>	None
<b>Main flow of events</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to tune the audio parameters.</li> <li>2. User can slide the 3 bars on the bottom of the menu application for changing the volume ,speech rate and the pitch.</li> </ol>
<b>Post conditions</b>	Next time the user hits the Button "Play Audio" the new sound will be played according to his choices.

<b>Use case ID</b>	UC7
<b>Actors</b>	User
<b>Pre Conditions</b>	None
<b>Main flow of events</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to start recording an operation that transforms the text to audio.</li> <li>2. User hits the "Replay Manager" button.</li> <li>3. User hits the "Start Recording" button.</li> </ol>
<b>Post conditions</b>	The system of the application records the actions that are being made by the user.

<b>Use case ID</b>	UC8
<b>Actors</b>	User
<b>Pre Conditions</b>	UC7
<b>Main flow of events</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to replay the recorded sequence of actions.</li> <li>2. User hits the "Replay Manager" button.</li> <li>3. User hits the "Play Recorded Commands" button.</li> </ol>
<b>Post conditions</b>	The system of the application starts replaying the recorded actions.

<b>Use case ID</b>	UC9
<b>Actors</b>	User
<b>Pre Conditions</b>	UC7
<b>Main flow of events</b>	<ol style="list-style-type: none"> <li>1. The use case starts when the user wants to stop recording the operations that transform text to audio.</li> <li>2. User hits the "Replay Manager" button.</li> <li>3. User hits the "Stop recording" button.</li> </ol>
<b>Post conditions</b>	The system of the application stops recording the actions that user makes

## 4 Design

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### 4.1 Architecture

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