

In-browser Text Importance Detector

Monday 2nd May, 2022 - 01:12

Paulo Ricardo Botelho Oliva
University of Luxembourg
Email: paulo.botelho.001@student.uni.lu

This report has been produced under the supervision of:

Luis Leiva
University of Luxembourg
Email: luis.leiva@uni.lu

Abstract

Usability is a characteristic important to software that describes many things that can help attract more users. This paper represents the student's Bachelor Semester Project report. The report contains a scientific deliverable and a technical deliverable. The first one aims to answer how to measure usability in the context of mobile applications. A simple model will be given that allows a developer to measure the usability of their app in the development phase. In the second deliverable, the development of an Android app will be described. This application is made with usability in mind and thus follows some common guidelines found all over the Web.

1. Introduction

2. Project description

2.1. Domains

2.1.1. Scientific.

2.1.2. Technical.

2.2. Targeted Deliverables

2.2.1. Scientific deliverable.

2.2.2. Technical deliverable.

3. Prerequisites

3.1. Scientific prerequisites

3.2. Technical prerequisites

4. Scientific Deliverable

4.1. Requirements

4.2. Design

4.3. Production

4.4. Assessment

5. Technical Deliverable

5.1. Requirements

5.2. Design

5.3. Production

5.4. Assessment

Acknowledgment

The author would like to thank the BiCS management and education team for the amazing work done.

6. Conclusion

7. Plagiarism statement

I declare that I am aware of the following facts:

- As a student at the University of Luxembourg I must respect the rules of intellectual honesty, in particular not to resort to plagiarism, fraud or any other method that is illegal or contrary to scientific integrity.
- My report will be checked for plagiarism and if the plagiarism check is positive, an internal procedure will be started by my tutor. I am advised to request a pre-check by my tutor to avoid any issue.
- As declared in the assessment procedure of the University of Luxembourg, plagiarism is committed whenever the source of information used in an assignment, research report, paper or otherwise published/circulated piece of work is not properly acknowledged. In other words, plagiarism is the passing off as one's own the words, ideas or work of another person, without attribution to the author. The omission of such proper acknowledgement amounts to claiming authorship for the work of another person. Plagiarism is committed regardless of the language of the original work used. Plagiarism can be deliberate or accidental. Instances of plagiarism include, but are not limited to:
 - 1) Not putting quotation marks around a quote from another person's work
 - 2) Pretending to paraphrase while in fact quoting
 - 3) Citing incorrectly or incompletely
 - 4) Failing to cite the source of a quoted or paraphrased work
 - 5) Copying/reproducing sections of another person's work without acknowledging the source
 - 6) Paraphrasing another person's work without acknowledging the source
 - 7) Having another person write/author a work for one-self and submitting/publishing it (with permission, with or without compensation) in one's own name ('ghost-writing')
 - 8) Using another person's unpublished work without attribution and permission ('stealing')
 - 9) Presenting a piece of work as one's own that contains a high proportion of quoted/copied or paraphrased text (images, graphs, etc.), even if adequately referenced

Auto- or self-plagiarism, that is the reproduction of (portions of a) text previously written by the author without citing that text, i.e. passing previously authored text as new, may be regarded as fraud if deemed sufficiently severe.

References

- [1] BiCS(2021), "BiCS Bachelor Semester Project Report Template," University of Luxembourg, BiCS - Bachelor in Computer Science, Tech. Rep., 2021. [Online]. Available: <https://github.com/nicolasguelfi/lu.uni.course.bics.global>

8. Appendix