**UpSkill Java Capgemini - Report**

**Group Name**

* Duck soft Works

**Team Members**

* Daniel Machado
* Daniel Lima
* Inês Clavel
* João Figueiredo
* Thales Lemos

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| **Task Distribution:** | **Sprint 1 (Make a Language recognition small application through console reading text)** |
| POC – Language recognition in console reading text | Daniel Machado and Thales Lemos |
| Reading and understanding Apache Lucene | All the Team Members |
| SpringBoot - Initial Project Skeleton | Inês Clavel |
| Controller | Inês Clavel |
| Value Objects | Daniel Lima |
| Task (Aggregate Root) | João Figueiredo |
| TaskDomainDTOAssembler | Daniel Machado |
| TaskService | Daniel Lima, Daniel Machado, Thales Lemos |
| Architectural Organization | All the Team Members |
| Report (Introduction) | Inês Clavel |
| Report (Performance Tests) | Inês Clavel, Thales Lemos |
| Report (Technical Analysis) | Daniel Lima |
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**Project Analyses**

**POC**

For this first Sprint we decided to start by creating a Proof Of Concept (POC) to better understand the how Lucene works and how it could better serve our purpose.

In this first step we have focused on the language detection without using the any type of Architecture Design. For that we used the Aspell dictionaries as base of comparison.

Our approach was to test either text files or input reading through the console and, with the Lucene base, analyzing and detecting the language used in its majority. The process begins by running through the dictionaries and by analyzing the inputted text to compare and attribute the detected main language.

We have also integrated a score output that shows the percentage of the probability of the main language being used in that text.

For now, we are using 3 languages (English, Portuguese and Spanish) with the possibility of future expansion.

In this POC, we made a few Performance tests to analyze the efficiency VS efficacy through the console. For that, both the scores (in percentage) and the duration of the process (by milliseconds) were used.

The tests were made using 3 different sizes of texts in all 3 languages. Using the same story book (The Little Prince), we made performance tests within the different search analyzers – Simple Analyzer and Standard Analyzer that use methods from Lucene Library which, consequently, uses tokenization to compare the words to make the language definition. We also used the Custom Analyzer where we made use of N-Grams, with several dimensions, to make the distinction between fragments of the words.

The following phrases were the ones used to make the performance tests:

**In English**

Phrase 1

*Yes of course.*

Phrase 2

*My drawing was not a picture of a hat. It was a picture of a boa constrictor digesting an elephant. But since the grown-ups were not able to understand it, I made another drawing: I drew the inside of the boa constrictor, so that the grown-ups could see it clearly.*

Phrase 3

*The grown-ups' response, this time, was to advise me to lay aside my drawings of boa constrictors, whether from the inside or the outside, and devote myself instead to geography, history, arithmetic and grammar. That is why, at the age of six, I gave up what might have been a magnificent career as a painter. I had been disheartened by the failure of my Drawing Number One and my Drawing Number Two. Grown-ups never understand anything by themselves, and it is tiresome for children to be always and forever explaining things to them. So then I chose another profession, and learned to pilot airplanes. I have flown a little over all parts of the world; and it is true that geography has been very useful to me. At a glance I can distinguish China from Arizona. If one gets lost in the night, such knowledge is valuable. In the course of this life I have had a great many encounters with a great many people who have been concerned with matters of consequence. I have lived a great deal among grown-ups. I have seen them intimately, close at hand. And that hasn't much improved my opinion of them. Whenever I met one of them who seemed to me at all clear-sighted, I tried the experiment of showing him my Drawing Number One, which I have always kept. I would try to find out, so, if this was a person of true understanding. But, whoever it was, he, or she, would always say: "That is a hat."*

**Portuguese**

Phrase 1

*Claro que sim.*

Phrase 2

*Meu desenho não representava um chapéu. Representava uma jibóia digerindo um elefante. Desenhei então o interior da jibóia, a fim de que as pessoas grandes pudessem compreender. Elas têm sempre necessidade de explicações.*

Phrase 3

*As pessoas grandes aconselharam-me deixar de lado os desenhos de jibóias abertas ou fechadas, e dedicar-me de preferência à geografia, à história, ao cálculo, à gramática. Foi assim que abandonei, aos seis anos, uma esplêndida carreira de pintor. Eu fora desencorajado pelo insucesso do meu desenho número 1 e do meu desenho número 2. As pessoas grandes não compreendem nada sozinhas, e é cansativo, para as crianças, estar toda hora explicando. 3 Tive pois de escolher uma outra profissão e aprendi a pilotar aviões. Voei, por assim dizer, por todo o mundo. E a geografia, é claro, me serviu muito. Sabia distinguir, num relance, a China e o Arizona. É muito útil, quando se está perdido na noite. Tive assim, no decorrer da vida, muitos contatos com muita gente séria. Vivi muito no meio das pessoas grandes. Vi-as muito de perto. Isso não melhorou, de modo algum, a minha antiga opinião. Quando encontrava uma que me parecia um pouco lúcida, fazia com ela a experiência do meu desenho número 1, que sempre conservei comigo. Eu queria saber se ela era verdadeiramente compreensiva. Mas respondia sempre: "É um chapéu". Então eu não lhe falava nem de jibóias, nem de florestas virgens, nem de estrelas. Punha-me ao seu alcance. Falava-lhe de bridge, de golfe, de política, de gravatas. E a pessoa grande ficava encantada de conhecer um homem tão razoável.*

**Spanish**

Phrase 1

*Claro que si.*

Phrase 2

*Mi dibujo no representaba un sombrero. Representaba una serpiente boa que digiere un elefante. Dibujé entonces el interior de la serpiente boa a fin de que las personas mayores pudieran comprender. Siempre estas personas tienen necesidad de explicaciones.*

Phrase 3

*Las personas mayores me aconsejaron abandonar el dibujo de serpientes boas, ya fueran abiertas o cerradas, y poner más interés en la geografía, la historia, el cálculo y la gramática. De esta manera a la edad de seis años abandoné una magnífica carrera de pintor. Había quedado desilusionado por el fracaso de mis dibujos número 1 y número 2. Las personas mayores nunca pueden comprender algo por sí solas y es muy aburrido para los niños tener que darles una y otra vez explicaciones. Tuve, pues, que elegir otro oficio y aprendía pilotear aviones. He volado un poco por todo el mundo y la geografía, en efecto, me ha servido de mucho; al primer vistazo podía distinguir perfectamente la China de Arizona. Esto es muy útil, sobre todo si se pierde uno durante la noche. 2 A lo largo de mi vida he tenido multitud de contactos con multitud de gente seria. Viví mucho con personas mayores y las he conocido muy de cerca; pero esto no ha mejorado demasiado mi opinión sobre ellas. Cuando me he encontrado con alguien que me parecía un poco lúcido, lo he sometido a la experiencia de mi dibujo número 1 que he conservado siempre. Quería saber si verdaderamente era un ser comprensivo. E invariablemente me contestaban siempre: "Es un sombrero". Me abstenía de hablarles de la serpiente boa, de la selva virgen y de las estrellas. Poniéndome a su altura, les hablaba del bridge, del golf, de política y de corbatas. Y mi interlocutor se quedaba muy contento de conocer a un hombre tan razonable.*

**Performance tests results:**

**Simple Analyzer**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Phrase** | **Language** | **Matches found** | **Score (%)** | **TimeStamp result (ms)** |
| 1 | English | 1 (EN) | 100 | 12 |
| 2 | English | 3 (EN, SP, PT) | 89.39 (6.39, 4.22) | 27 |
| 3 | English | 3 (EN, PT, SP) | 90.56 (6.28, 3.16) | 37 |
| 1 | Portuguese | 3 (PT, EN, SP) | 52.63 (25.43, 21.93) | 20 |
| 2 | Portuguese | 3 (PT, EN, SP) | 77.88 (16.06, 6.06) | 22 |
| 3 | Portuguese | 3 (PT, EN, SP) | 78.20 (12.18, 9.62) | 32 |
| 1 | Spanhish | 3 (PT, EN, SP) | (49.41) 36.62 (13.97) | 18 |
| 2 | Spanhish | 3 (SP, EN, PT) | 51.58 (34.23, 14.20) | 19 |
| 3 | Spanhish | 3 (SP, EN, PT) | 44.66 (33.57 21.77) | 24 |

This Analyzer uses the Tokenizer without StopWords.

**Standard Analyser**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Phrase** | **Language** | **Matches found** | **Score (%)** | **TimeStamp result (ms)** |
| 1 | English | 1(EN) | 100 | 12 |
| 2 | English | 3 (EN, SP, PT) | 88.66 (6.82, 4.53) | 25 |
| 3 | English | 3 (EN, PT, SP) | 89.63 (6.91, 3.45) | 33 |
| 1 | Portuguese | 3 (PT, SP, EN) | 55.55 (22.60, 21.85) | 20 |
| 2 | Portuguese | 3 (PT, EN, SP) | 79.47 (14.45, 6.08) | 20 |
| 3 | Portuguese | 3 (PT, EN, SP) | 79.48 (10.93, 9.59) | 23 |
| 1 | Spanhish | 3 (PT, EN, SP) | (50.58) 36.60 (12.82) | 16 |
| 2 | Spanhish | 3 (SP, EN, PT) | 52.62 (32.56, 14.82) | 17 |
| 3 | Spanhish | 3 (SP, EN, PT) | 45.96 (31.10, 22.94) | 20 |

This Analyzer uses the Tokenizer with StopWords, meaning that the grammatical articles are not considered.

**Tests with N-Grams from 4 to 5**

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| --- | --- | --- | --- | --- |
| **Phrase** | **Language** | **Matches found** | **Score (%)** | **TimeStamp result (ms)** |
| 1 | English | 1 (EN, PT, SP) | 83.73 (9.59, 6.67) | 22 |
| 2 | English | 3 (EN, SP, PT) | 72.81 (14.20, 13.00) | 25 |
| 3 | English | 3 (EN, PT, SP) | 76.67 (11.99, 11.34) | 46 |
| 1 | Portuguese | 3 (SP, PT, EN) | (46.47) 37.52 (16.01) | 17 |
| 2 | Portuguese | 3 (PT, SP, EN) | 52.48 (23.85, 23.67) | 22 |
| 3 | Portuguese | 3 (PT, SP, EN) | 56.35 (25.20, 18.46) | 34 |
| 1 | Spanhish | 3 (SP, PT, EN) | 46.47 (37.52, 16.01 | 17 |
| 2 | Spanhish | 3 (SP, EN, PT) | 45.32 (28.95, 25.73) | 20 |
| 3 | Spanhish | 3 (SP, PT, EN) | 47.62 (29.77, 22.61) | 33 |

**Tests with N-Grams from 1 to 5**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Phrase** | **Language** | **Matches found** | **Score (%)** | **TimeStamp result (ms)** |
| 1 | English | 1 (EN, PT, SP) | 50.75 (26.84, 22.41) | 26 |
| 2 | English | 3 (EN, SP, PT) | 47.92 (26.71, 25.37) | 40 |
| 3 | English | 3 (EN, PT, SP) | 49.64 (25.44, 24.92) | 62 |
| 1 | Portuguese | 3 (SP, PT, EN) | 34.95 (33.87, 31.18) | 22 |
| 2 | Portuguese | 3 (PT, SP, EN) | 44.82 (28.49, 26.68) | 32 |
| 3 | Portuguese | 3 (PT, SP, EN) | 43.62 (29.85, 26.52) | 72 |
| 1 | Spanhish | 3 (SP, PT, EN) | 35.15 (33.93, 30.93) | 23 |
| 2 | Spanhish | 3 (SP, EN, PT) | 37.21 (31.72, 31.07) | 37 |
| 3 | Spanhish | 3 (SP, PT, EN) | 39.07 (32.88, 28.05) | 45 |

**Tests with N-Grams from 4 to 10**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Phrase** | **Language** | **Matches found** | **Score (%)** | **TimeStamp result (ms)** |
| 1 | English | 1 (EN, PT, SP) | 86.45 (7.96, 5.60) | 25 |
| 2 | English | 3 (EN, SP, PT) | 75.58 ( 16.16, 8.26) | 30 |
| 3 | English | 3 (EN, SP, PT) | 81.75 (9.34, 8.91) | 89 |
| 1 | Portuguese | 3 (SP, PT, EN) | (46.51) 37.57 (15.91) | 19 |
| 2 | Portuguese | 3 (PT, SP, EN) | 60.68 (21.21, 18.11) | 29 |
| 3 | Portuguese | 3 (PT, SP, EN) | 64.23 (22.58, 13.18 ) | 109 |
| 1 | Spanhish | 3 (SP, PT, EN) | 46.51 (37.57, 15.91) | 11 |
| 2 | Spanhish | 3 (SP, EN, PT) | 54.94 (23.55, 21.51) | 30 |
| 3 | Spanhish | 3 (SP, PT, EN) | 52.90 (27.86, 19.25) | 100 |

**Prototype**

The evolution of the POC was to transform this simple application in a prototype application.

For that, we used SpringBoot with an application that serves the same purpose as the POC but with the Onion Layered Design.

Now, the layers are well defined as well as the single responsibility well attributed in a way that we could plan and execute the needed documentation and diagrams.

In this approach we continue to keep things in a very simple way as we still do not know what the main application is going to consist of.

On the other hand, we are no longer using the console interface to insert texts but receiving json objects directly in the controller through the REST architectural style application (Postman in this case).