```
Last login: Mon Aug 11 16:39:08 on ttys008
mac@MacBook-Pro-de-Mac Projet_sprit % codex



>_ You are using OpenAI Codex in ~/Documents/Projet_sprit

 To get started, describe a task or try one of these commands:

 /init - create an AGENTS.md file with instructions for Codex
 /status - show current session configuration and token usage
 /diff - show git diff (including untracked files)
 /prompts - show example prompts

user
tu es dans quel dossier

thinking
**Formulating a French response**

I need to respond to the question "tu es dans quel dossier" which means "which f
older are you in." The context tells me to provide the current working directory
 path. Since I don't need any tool calls, I can simply give a concise answer. I'
ll format the path in backticks. So, I’ll respond: "Je suis dans le dossier ..."
 followed by the full path in monospace backticks. It’s straightforward, so mini
mal complexity is needed!

codex
Je suis dans le dossier: `/Users/mac/Documents/Projet_sprit`.

user
j'aimerai que tu prenne connaissance des 2 fichier markdown dans ce repertoire pour la
conception d'application de Routines Spirituelles et d’Invocations et tu me fais la
conception en prenant en compte tous les aspect pour que cette application soit le meilleur
en terme ergonomie d'utilisation, au point de vue design avec les dernieres technologie en
la matiere

thinking
**Planning file analysis**

I need to read two markdown files from the current repository. I’ll start by usi
ng the shell tool to list the directory and identify the markdown files. To make
 this a multi-step process, I think it’s smart to create a plan showcasing the s
teps involved, like inventorying the specs, extracting requirements, and proposi
ng app design elements. After that, I'll call the shell tool to list and view th
ose .md files.**Scanning for markdown files**

I need to find two markdown files in the repository, but I don't know their name
s yet. I’ll start by running the `ls -la` command to list all files, and then us
e `grep` to filter for the markdown files. It makes sense to include a brief pre
```

amble before the shell calls, like: "I'll scan the repo to find the two Markdown specs." It sounds straightforward, so let's go ahead and do this!

codex
J’explore le dossier pour localiser et lire les deux fichiers Markdown.

```
📋 Updated to do list [░░░░░░░░░░] 0/7
  ⎿ ☐ Inventory Markdown specs in repo
    ☐ Extract requirements and goals
    ☐ Propose product scope and UX flows
    ☐ Define architecture and tech stack
    ☐ Provide UI design system and components
    ☐ Outline data model and API
    ☐ Plan roadmap and MVP
```

```
⚡ Ran command ls -la
  ⎿ total 48
    drwxr-xr-x   4 mac  staff   128 Aug 11 18:26 .
    drwx------+ 10 mac  staff   320 Aug 11 18:25 ..
    ... +2 lines
```

thinking
Reading markdown files

I see that I've found two Markdown files that I need to read. My plan here is to open both files and review their contents. I’ll go ahead and use the command to display them. I want to make sure I’m doing this properly so that I can analyze the information in both files. Let’s see what’s inside them!

```
⚡ Ran command printf "===== PRD_App_Routines_Spirituelles_AI.md =====\n\n"; sed -n '1,200p'
PRD_App_Routines_Spirituelles_AI.md; printf "\n\n===== app_routines_spirituelles-3.md
=====\n\n"; sed -n '1,200p' app_routines_spirituelles-3.md
  ⎿ ===== PRD_App_Routines_Spirituelles_AI.md =====

    # Product Requirements Document (PRD) pour Développement Assisté par IA
    ... +182 lines
```

thinking
Reading truncated files

It looks like the second file got cut off at "Zoo". The command I used only retrieved the first 200 lines, so I’ll need to run `sed -n '200,400p'` to get the rest of that file. For the first file, I noticed it also ended abruptly around Phase 2. We should read the full content, and to make it manageable, I can display it in chunks. Let's go ahead and proceed with that!

```
⚡ Ran command sed -n '200,400p' PRD_App_Routines_Spirituelles_AI.md; echo '---'; sed -n
'200,400p' app_routines_spirituelles-3.md
  ⎿ # Commandes IA
    /implement theme-management --crud
    /build task-system --composite-pattern
    ... +198 lines
```

thinking
Planning design steps

I need to keep my responses concise but also comprehensive, sticking to about 10 lines unless I really need more structure. For larger designs, using structured headers and bullet points works well, but I have to keep those bullets short.

We've finished the "Inventory Markdown specs in repo" step, so now I'm moving to "Extract requirements and goals." I can update the plan by marking the first step as completed and the second as in progress. Eventually, I'll mark all steps as completed when we finish the final design.**Updating the plan**

Once I finish the final design, I need to call `update_plan` to mark all steps as completed. I think I need to be strategic about this, maybe making two calls: marking step 1 as completed and step 2 as in progress. I wonder if it makes more sense to do these tool calls before or after sending any messages.

Since we've recently updated the plan and checked files, I’ll plan the next update before drafting the design. I'll start with, "I've read both markdowns; now I’ll synthesize requirements and deliver a complete app design."**Finalizing the answer**

The final output needs to be the design content with structured headers, and I’ll have to call `update_plan` again to mark all steps as completed. According to the guideline, I should do this after providing the design. However, since I can’t run tool calls after the final response, I can include a call to `functions.update_plan` right after generating the content.

It seems that calling the plan update before the final message is the best way to go. I'll make sure to follow the guideline and mark all steps as completed with that last call.**Updating progress**

I think I should keep one step marked as in progress until we’re ready to mark everything as completed. In our next call, I’ll make sure to update and reflect all steps as completed. But first, let’s do an update after finishing the inventory step. It’s crucial to keep track of our progress properly, so I’ll handle that before moving forward with anything else.

📋 **Updated** to do list [█░░░░░] 1/7
  └ ✔ Inventory Markdown specs in repo
    ☐ **Extract requirements and goals**
    ☐ Propose product scope and UX flows
    ☐ Define architecture and tech stack
    ☐ Provide UI design system and components
    ☐ Outline data model and API
    ☐ Plan roadmap and MVP

thinking
I'm crafting a design, keeping in mind that it should be tailored to specific needs. There are two files that define the features, and I need to make sure I'm considering how each feature fits into the overall design. It's important to align the elements properly to ensure everything works together smoothly. I want to take my time and be thoughtful about this so that the final output meets the expectations that are set.I'm thinking about proposing a design that includes various key elements. First, I want to lay out objectives and principles, identify target users and personas, and define core user journeys.

I'm considering navigation options, like tabs for Home, Routines, Themes, and Library, plus a “Today” home for quick actions. Screens will include onboarding for language selection, daily routine reminders, themes and routine management, and a library for content integration. There will be features for user control like reader settings and session management, along with comprehensive settings for accessibility and privacy.I'm outlining several design elements, starting with user progress and insights, which include stats, streaks, AI insights, and recommended adjustments. Ergonomically, I want to ensure one-handed use, with features like floating bottom controls, large touch targets, and gesture support for tasks.

For the design system, I'm considering a calm spiritual color palette, Arabic-friendly typography, and sleek components. On the technology side, I’m looking at using Flutter 3.x and a combination of databases for different content types while implementing a Supabase backend for user management and TTS functionalities.I'm working on various technical aspects of the project. For audio, I'm considering using just_audio and audio_service for background playback, along with syncing features for TTS support. There will be AI-driven suggestions, on-device caching, and some offline functionality.

In terms of analytics, I'll incorporate Firebase and use Sentry for monitoring. CI will happen through GitHub Actions, while notifications will be managed with OS scheduling.

For the data model, I'm defining entities like User, Theme, and Routine, along with a detailed schema. Persistence will include snapshot capturing, plus a conflict resolution method to handle cloud interactions.I'm considering how to approa

```
ch syncing based on the PRD requirements. I want an offline-first strategy, incl
uding downloading packs for the Qur'an text, translations, and TTS caching. Acce
ssibility features like screen reader support and high contrast are essential.

For security and privacy, I'll keep PII minimal and ensure encryption both local
ly and during transmission. I plan on implementing performance measures like laz
y loading and 60fps. Testing will include unit and integration tests.

As I outline the roadmap, I’m noting advanced features for later phases, and I’l
l present the schema in bullet points for clarity, following guidelines. After p
reparing everything, I’ll mark the project plan as completed.

📋 Updated to do list [██████████] 7/7
  └ ✔ Inventory Markdown specs in repo
    ✔ Extract requirements and goals
    ✔ Propose product scope and UX flows
    ✔ Define architecture and tech stack
    ✔ Provide UI design system and components
    ✔ Outline data model and API
    ✔ Plan roadmap and MVP

codex
J’ai lu les deux PRD. Voici une conception complète et opérationnelle.

**Vision & Principes**
- Ergonomie: une main, friction minimale, reprise instantanée, retour haptique.
- Offline-first: tout fonctionne sans réseau; sync opportuniste et sûre.
- Bilingue/RTL: FR/AR distincts, alternance fluide, alignements impeccables.
- Accessibilité: tailles dynamiques, contrastes AA/AAA, lecteur d’écran.
- Performance: 60 fps, I/O en isolates, caches agressifs, audio robuste.

**Navigation & IA**
- Sections: `Aujourd’hui` (reprise rapide + suggestions IA), `Routines`, `Biblio
thèque`, `Progression`, `Réglages`.
- Flows clés: onboarding (langue/voix/tailles), création routine, lecture synchr
onisée, mains libres, reprise après interruption.
- Recherche: versets, sourates, invocations, catégories; filtres multi-tags.
- IA: suggestions personnalisées de routines, ajustements de répétitions, généra
tion de contenus (invocations/rappels), traduction/translittération.

**Écrans**
- Onboarding: choix FR/AR, sens LTR/RTL, polices (AR: Amiri/Scheherazade/Noto Na
skh; FR: Inter), pack hors-ligne (texte + traductions), voix TTS, thème clair/so
mbre.
- Aujourd’hui: carte “Reprendre” (snapshot exact), rappels du jour, suggestions
IA, accès rapide “Nouvelle routine”.
- Routines: liste par thèmes, indicateurs fréquence, DnD pour ordre des tâches,
duplication, modèles.
- Éditeur de routine: builder par blocs (Sourate, Verset(s), Mix, Texte libre),
répétitions par défaut, catégorie, notes, affichage AR/FR, audio/TTS.
- Bibliothèque: Coran (sourates/versets avec picker et multi-sélection), invocat
ions préchargées, mes notes, téléchargements hors-ligne.
- Lecture/Player: affichage bilingue côte-à-côte ou alterné, surlignage synchron
e, zoom/tailles/styles, plein écran, compteur intelligent, barre audio avec vite
sse/voix, bouton mains libres, gestes (tap=-1, double-tap=-5, swipe=task suivant
e), retour haptique/audio.
- Modale de reprise: “Reprendre exactement” vs “Réinitialiser”, détail du point,
 compteur, tâche, thème.
- Progression: séries, temps cumulé, achèvements, heatmap calendrier, insights I
A.
- Réglages: voix/TTS, téléchargements, notifications/pg_cron, haptique/sons, con
fidentialité/exports, sauvegarde/synchronisation.

**Ergonomie clé**
- Touches 44px+, contrôles bas de l’écran (reachable), grandes cibles.
- Focus mode: UI épurée, verrouillage gestes, luminosité adaptée.
- Haptique: léger à chaque décrément, plus fort à zéro; son discret optionnel.
- Gestes: swipe latéral tâche ±1, long-press pause, slider vitesse TTS.
- Mode mains libres: auto-décrément + auto-avance, verrouillage écran, écouteurs
```

boutons mappés.

Design System
- Couleurs: palette apaisante (verts/indigos) + Material You/iOS semantic, haut contraste; mode sombre complet.
- Typo: AR (Naskh lisible), FR (Inter); ligatures AR, contrôle kashida; tailles adaptatives.
- Composants: `CategoryChip` avec emoji, `CounterChip`, `AudioBar`, `BilingualToggle`, `ReadingPane`, `ResumeBanner`, `TaskCard` DnD.
- Motion: transitions discrètes, micro-animations (Lottie optionnel), 60 fps.
- Icono: SF Symbols/Material Icons, cohérence RTL (miroirs contextuels).

Stack & Architecture
- App: Flutter 3.x, Riverpod 2.x (state immutable), `go_router` (routes déclaratives).
- Données locales: Drift (SQL relationnel: routines, tâches, sessions) + Isar (documents: contenus volumineux, caches TTS/alignements).
- Backend: Supabase (Postgres, Auth, Storage, Realtime; `pg_cron` pour rappels), Redis (sessions optionnel).
- Audio/TTS: `just_audio` + `audio_service`; TTS Google Cloud (principal) + Amazon Polly (fallback); cache audio local par hash SSML.
- IA: OpenAI/Claude via service abstrait; cache prédictif; clés sécurisées.
- Réseau: Dio + interceptors (retry, cache ETag, trace).
- Observabilité: Firebase Analytics, Sentry; feature flags.
- CI/CD: GitHub Actions, tests unités/widget/intégration, distribution Firebase.

Modèles & Tables (principales)
- `themes`: `id`, `name_fr`, `name_ar`, `frequency`, `created_at`, `metadata`.
- `routines`: `id`, `theme_id`, `name_fr`, `name_ar`, `order`, `is_active`.
- `tasks`: `id`, `routine_id`, `type` (surah|verses|mixed|text), `category`, `default_reps`, `audio_settings`, `display_settings`, `content_ref` (vers document Isar), `notes_fr/ar`.
- `contents` (Isar): `id`, `locale`, `kind`, `payload` (texte, références sourate/versets, translit, traductions), `tts_cache_keys`.
- `sessions`: `id`, `routine_id`, `started_at`, `ended_at`, `state` (active|paused|completed), `snapshot_ref`.
- `task_progress`: `id`, `session_id`, `task_id`, `remaining_reps`, `elapsed_ms`, `text_cursor` (mot/verset), `last_update`.
- `snapshots`: `id`, `session_id`, `payload` (JSON compressé), `created_at`.
- `user_settings`: `id`, `user_id`, `language`, `rtl_pref`, `font_prefs`, `tts_voice`, `speed`, `haptics`, `notifications`.

Persistance & Reprise
- Snapshot incrémental debouncé (p. ex. 500 ms) sur changements critiques: décrément, navigation, curseur texte, audio pos.
- Restauration atomique: transaction + mise en place UI/Audio/Compteur à l'identique; modale proposition reprise/réinit.
- Sauvegarde crash-safe: WAL + checkpoints; tests de coupure brutale.
- Sync cloud: last-write-wins pour metadata; sessions en local par défaut (option backup), consolidation des compteurs (merge par timestamp).

Lecture synchronisée
- SSML + speech marks pour timings; si indisponible: heuristique syllabique + alignement par texte; dictionnaire AR pour pauses.
- `HighlightStream`: émet `wordIndex/verseIndex`, mis en phase avec `just_audio` position; tolérance drift avec correctifs périodiques.

Mode mains libres
- `SmartCounter`: décrément via marqueurs audio/voix; auto-avance à zéro; réglage délai entre tâches, confirmation sonore.
- Verrouillage gestuel, prévention veille (wake lock), low-power adaptatif.

Hors-ligne & Caches
- Packs: Coran AR + traductions FR, translittérations; téléchargements par lot; vérification ETag.
- Cache TTS: clé par texte+voix+vitesse; LRU et quotas; gestion stockage.
- Requêtes: cache 80%+, backoff réseau, reprise.

Notifications & Rappels
- Local scheduling par fréquence thème/routine; `pg_cron` pour sync cloud; deep-

links vers reprise.
- Respect DND; regroupement; action “Reprendre”.

Sécurité & Vie privée
- Chiffrement local (Drift chiffré/SQLCipher; Isar encryption); clés dans `flutter_secure_storage`.
- PII minimale; analytics opt-in; export/import chiffré; RGPD (suppression compte, data portability).

Accessibilité & RTL
- Semantics, labels descriptifs, ordre focus logique; tests capture écran RTL; gestes alternatifs pour lecteurs d’écran.
- Contrastes vérifiés; tailles dynamiques; options daltonisme.

Tests
- Unitaires: logique compteur, snapshot, filtres catégories.
- Widget: lecture bicolonne, modale reprise, DnD éditeur.
- Intégration: mains libres, audio focus, interruptions (appel, écouteurs).
- Golden tests: LTR/RTL, sombre/clair, grandes polices.
- Perf: jank < 1%, démarrage < 2s, mémoire < 150MB.

API locales & Services (interfaces)
- `TaskRepository`, `RoutineRepository`: CRUD + flux par catégorie.
- `PersistenceService`: `autoSave`, `captureSnapshot/restore`, `syncWithCloud`, `watchSyncStatus`.
- `AIService`: `suggestRoutines(profile)`, `generateContent(theme, category, lang)`, `translate`, `transliterate`, `analyzeUserPattern`.
- `ReadingController`: `buildBilingualView`, `syncAudioWithText`, `adjustReadingSpeed`, `buildTextHighlight`.
- `SmartCounter`: `decrementWithFeedback`, `shouldAutoAdvance`, `watchHandsFreeMode`.

Roadmap
- MVP (S1–S4): structure clean, DB Drift/Isar, éditeur routines, lecture bilingue, compteur persistant, reprise, TTS + cache, hors-ligne de base, notifications, FR/AR, tests >80%.
- V1 (S5–S8): sync Supabase, IA suggestions/génération, audio-texte sync avancé, mains libres complet, analytics/Sentry, polissage UX.
- V1.1+: widgets écran d’accueil, Shortcuts/Siri/App Intents, WearOS/Watch, thèmes dynamiques, partage modèles, export/backup cloud.

Souhaitez-vous que je décline ceci en backlog JIRA (user stories + critères d’acceptation) ou en squelette Flutter (packages, arborescence, providers et stubs d’interfaces) pour démarrer le développement ?

user
va sur Backlog JIRA

thinking
Planning JIRA Backlog

I need to create a JIRA backlog that includes user stories and acceptance criteria. The instruction suggests we can create plan items, but that isn't necessary. The user wants it in JIRA format with various elements like epics, user stories, acceptance criteria, priorities, and dependencies. I’ll follow the Gherkin-style approach for clarity. I’ll list the epics and create user stories with clear ACs while considering proper JIRA fields and formats for presentation. I’ll aim for 30 to 50 user stories.**Creating JIRA Backlog Structure**

I think we should keep the backlog concise, aiming for about 35-40 items total. We’ll have around 12 epics, and for each epic, I’ll include 5-8 stories, resulting in about 30-40 user stories overall. Technical tasks and spikes can be part of this as well. Since the user environment has no internet access, I won't call any tools. I'll include a general "Definition of Done," non-functional requirements, and set up a release plan. Using structured bullets for issues is best, following CLI formatting guidelines for clarity.**Composing JIRA Backlog**

I need to create a detailed backlog for JIRA, starting with epics and referencing stories. I’ll use placeholders for the real JIRA keys, like Epic: EPIC-ONB for Onboarding & Settings, with stories like ONB-1. Each story will include story p oints and clearly defined acceptance criteria using the Given/When/Then format. I’ll also group suggested sprints: Sprint 1 for MVP foundation, Sprint 2 for core features, and Sprint 3 for advanced UI/AI. I must ensure to capture details from the earlier PRD, covering essential features and translations too.**Finalizing JIRA Backlog Structure**

I won't need to call any tools here; I just need to deliver the final answer. To keep things clear, I should aim for 8–10 lines, but since this is quite extensive, the developer guidelines suggest I can go longer for substantial work. I’ll present the information in structured sections, aiming for 12 epics with 3–6 stories under each epic, including 3–4 acceptance criteria lines per story. Let’s get started on this!

codex

Voici un backlog JIRA structuré avec Epics, User Stories, critères d’acceptation et priorités. Il couvre l’ergonomie, le design, la technique, l’IA et l’offline-first décrits dans vos PRD.

Backlog Overview
- Objectif: livrer un MVP robuste puis itérer sur l’IA et le polissage.
- Cadre: Flutter + Riverpod + go_router + Drift/Isar + Supabase + TTS multi-provider.
- DoD global: tests verts, perf OK, a11y >90, RTL/LTR OK, logs/metrics, docs courtes, revue design.

Epic: ONB — Onboarding & Réglages
- ONB-1 — Onboarding FR/AR + RTL/LTR
  - Description: sélection langue, orientation, thème, polices.
  - AC:
    - Given premier lancement, When je lance l’app, Then je choisis FR/AR et RTL/LTR.
    - Given choix langue, Then toute l’app respecte la direction.
    - Given a11y, Then tailles textes ajustables dans onboarding.
  - Priority: High; Points: 5; Labels: a11y,i18n
- ONB-2 — Choix polices AR/FR et tailles
  - AC: Given réglages, When je change la police ou taille, Then toutes les vues s’adaptent sans redémarrer.
  - Priority: High; Points: 3; Labels: typography
- ONB-3 — Paramètres TTS (voix, vitesse, test audio)
  - AC: Given voix disponible, When je teste, Then un échantillon joue et est mémorisé.
  - Priority: High; Points: 5; Labels: tts
- ONB-4 — Packs hors-ligne (corpus AR/FR)
  - AC: Given téléchargement pack, Then l’app fonctionne sans réseau (lecture texte/tts mis en cache).
  - Priority: High; Points: 8; Labels: offline

Epic: ROU — Gestion des Routines & Thèmes
- ROU-1 — CRUD Thèmes avec fréquence
  - AC: créer/modifier/supprimer; fréquence quotidienne/hebdo/mensuelle visible et filtrable.
  - Priority: High; Points: 5
- ROU-2 — CRUD Routines par thème + réorganisation par DnD
  - AC: DnD ordre des tâches persistant; duplication routine.
  - Priority: High; Points: 8
- ROU-3 — Éditeur de tâches (Surate, Versets, Mix, Texte libre)
  - AC: ajouter plusieurs blocs; validation des références; sauvegarde auto.
  - Priority: High; Points: 13
- ROU-4 — Répétitions par défaut appliquées à chaque lancement
  - AC: Given paramètres par défaut, When je lance, Then compteur initialise ces valeurs; modifiable pour sessions futures.
  - Priority: High; Points: 5
- ROU-5 — Catégories et filtres
  - AC: assigner emoji+label; filtrer routines par catégories.
  - Priority: Medium; Points: 5

Epic: LIB — Bibliothèque & Contenu
- LIB-1 — Navigateur Coran (sourates/versets, multi-sélection)
  - AC: picker sourate, entrée de plages versets (ex: 2:255, 2:1-5).
  - Priority: High; Points: 8

- LIB-2 — Invocations préchargées + mes notes
  - AC: liste consultable; taggable par catégories; recherche.
  - Priority: Medium; Points: 5
- LIB-3 — Téléchargements hors-ligne (sélectifs + par lot)
  - AC: file d’attente; reprise; ETag; quotas.
  - Priority: High; Points: 8

Epic: READ — Lecteur Bilingue & Synchronisation
- READ-1 — Vue lecture AR/FR côte-à-côte/alternée + zoom/plein écran
  - AC: switch d’affichage; zoom pincement; plein écran persistant.
  - Priority: High; Points: 8
- READ-2 — Surlignage synchronisé audio-texte
  - AC: mot/verset en cours surligné; drift corrigé; fallback heuristique si pas de speech marks.
  - Priority: High; Points: 13
- READ-3 — Barre audio (lecture, vitesse, scrubbing)
  - AC: vitesse 0.5–2.0; scrubbing avec mise à jour surlignage.
  - Priority: High; Points: 5
- READ-4 — Gestes et haptique
  - AC: tap -1, double-tap -5, swipe tâche suivante; haptique distincte à zéro.
  - Priority: Medium; Points: 5

Epic: CNT — Compteur Intelligent & Mains Libres
- CNT-1 — Compteur persistant par tâche
  - AC: décrément à chaque validation/lecture; persistance temps réel.
  - Priority: Critical; Points: 8
- CNT-2 — Auto-avance à zéro vers tâche suivante
  - AC: When compteur atteint zéro, Then passage automatique avec feedback.
  - Priority: Critical; Points: 5
- CNT-3 — Mode mains libres
  - AC: décrément sur marqueurs audio; délais configurables; verrouillage écran.
  - Priority: High; Points: 8
- CNT-4 — Raccourcis écouteurs/boutons volume
  - AC: bouton = décrément/pause configurable.
  - Priority: Medium; Points: 3

Epic: PRS — Persistance & Reprise
- PRS-1 — Snapshot incrémental session
  - AC: snapshot debouncé <500ms sur changement critique; stockage transactionnel.
  - Priority: Critical; Points: 8
- PRS-2 — Modale de reprise après interruption
  - AC: “Reprendre exactement” vs “Réinitialiser”; détail point/compteur/tâche.
  - Priority: Critical; Points: 5
- PRS-3 — Restauration atomique (UI, audio, compteur)
  - AC: restauration synchronisée sans clignotement; tests de coupure brutale.
  - Priority: Critical; Points: 8

Epic: OFF — Offline & Sync
- OFF-1 — Mode hors-ligne complet
  - AC: toutes fonctionnalités clés sans réseau (texte, navigation, compteur, lecture audio TTS pré-cachée).
  - Priority: Critical; Points: 8
- OFF-2 — Sync Supabase (métadonnées, modèles, sauvegardes)
  - AC: LWW métadonnées; sessions locales par défaut; résolution de conflits simple.
  - Priority: High; Points: 13
- OFF-3 — Cache TTS (clé par texte+voix+vitesse)
  - AC: génération puis réutilisation; LRU; quotas stockage.
  - Priority: High; Points: 5

Epic: NOT — Notifications & Rappels
- NOT-1 — Rappels par fréquence thème/routine
  - AC: planification locale; respect DND; répétitions.
  - Priority: Medium; Points: 5
- NOT-2 — Deep-links vers reprise
  - AC: notification “Reprendre” ouvre la session au bon point.
  - Priority: Medium; Points: 3
- NOT-3 — Sync serveur (pg_cron) pour backup
  - AC: planification cloud optionnelle; idempotence.

  - Priority: Low; Points: 5

Epic: AI — IA Suggestions & Génération
- AI-1 — Suggestions de routines personnalisées
  - AC: cartes “Suggestions” avec explication; opt-in.
  - Priority: Medium; Points: 8
- AI-2 — Génération d’invocations/rappels
  - AC: contenu structuré, langue choisie, révision avant ajout.
  - Priority: Medium; Points: 8
- AI-3 — Traduction/translittération
  - AC: FR/AR cohérents; translit lisible; cache.
  - Priority: Medium; Points: 5
- AI-4 — Insights d’usage
  - AC: recommandations temporelles (meilleures heures/jours), compteur optimal.
  - Priority: Low; Points: 5

Epic: A11Y — Accessibilité & RTL
- A11Y-1 — Contrastes et tailles dynamiques
  - AC: score >90; tests dark/light.
  - Priority: High; Points: 3
- A11Y-2 — Lecteur d’écran et ordre focus
  - AC: labels/semantics complets; navigation clavier/assistive.
  - Priority: High; Points: 5
- A11Y-3 — RTL impeccable (miroirs/icônes/gestes)
  - AC: pas d’anomalie visuelle; golden tests RTL.
  - Priority: High; Points: 5

Epic: SEC — Sécurité & Vie Privée
- SEC-1 — Chiffrement local (Drift/Isar) + clés sécurisées
  - AC: données chiffrées; clés dans secure storage.
  - Priority: High; Points: 5
- SEC-2 — Opt-in analytics + anonymisation
  - AC: consentement; bascule off; PII minimale.
  - Priority: Medium; Points: 3
- SEC-3 — Export/Import chiffré des données
  - AC: fichier protégé; restauration fidèle sur nouvel appareil.
  - Priority: Medium; Points: 8

Epic: OBS — Analytics, Logs, Sentry
- OBS-1 — Événements clés et funnels
  - AC: démarrage, reprise, complétions, abandon, TTS usage.
  - Priority: Medium; Points: 3
- OBS-2 — Sentry + traces de perf
  - AC: crash rate suivi; alertes P95 latence.
  - Priority: Medium; Points: 3

Epic: PERF — Performance & Fiabilité
- PERF-1 — Démarrage <2s et jank <1%
  - AC: profilages; lazy initializations; caches chauds.
  - Priority: High; Points: 5
- PERF-2 — Mémoire <150MB; bundle <35MB
  - AC: audit assets; shrinker; obfuscation; split per ABI.
  - Priority: Medium; Points: 5
- PERF-3 — Gestion audio focus/interruptions
  - AC: appels, écouteurs, autres apps; reprise stable.
  - Priority: High; Points: 5

Epic: DSN — Design System & Composants
- DSN-1 — Thème clair/sombre, palette, typo
  - AC: tokens; contrastes validés; thème dynamique.
  - Priority: High; Points: 3
- DSN-2 — Composants: CategoryChip, AudioBar, ReadingPane, CounterChip
  - AC: docs storybook; tests visuels LTR/RTL.
  - Priority: High; Points: 8

Dépendances clés
- READ-2 dépend de CNT-1, OFF-3.
- CNT-3 dépend de READ-3 et OFF-3.
- PRS-2/3 dépendent de PRS-1.
- AI-* dépend de OFF-1/2 (cache/sync) et SEC-2 (consentement).

```
- NOT-2 dépend de PRS-3 (reprise fiable).
- A11Y-3 dépend de DSN-1/2.

**Sprints proposés (MVP → V1)**
- Sprint 1 (Fondations): DSN-1, ONB-1/2, ROU-1, ROU-2, LIB-1 (base), PRS-1, CNT-
1.
- Sprint 2 (Core lecture): READ-1, READ-3, ROU-3, ROU-4, ROU-5, OFF-1, OFF-3, A1
1Y-1/3.
- Sprint 3 (Reprise & mains libres): PRS-2/3, CNT-2/3/4, READ-2, PERF-3, NOT-1/2
.
- Sprint 4 (Sync & sécurité): OFF-2, SEC-1/2, OBS-1/2, PERF-1/2, DSN-2.
- Sprint 5 (IA & polish): AI-1/2/3/4, LIB-2/3, NOT-3, SEC-3, améliorations UX.

**Critères de sortie MVP**
- Routines complètes avec tâches mixtes, catégories et rép. par défaut.
- Lecteur bilingue avec compteur persistant, reprise exacte, auto-avance.
- Hors-ligne complet, TTS cache, gestuelle et haptique.
- Accessibilité et RTL validés, tests >80%, crash <0.1%.

Voulez-vous que je vous exporte ce backlog en CSV JIRA (colonnes standard: Issue
 Type, Summary, Description, Acceptance Criteria, Priority, Story Points, Epic L
ink, Labels) ou que je crée un fichier YAML/CSV dans ce dossier prêt à importer
?

user
ok

thinking
**Preparing JIRA CSV format**

I need to create a CSV file with specific columns: Issue Type, Key, Summary, Des
cription, Acceptance Criteria, Priority, Story Points, Epic Link, and Labels. JI
RA's importer requires at least Issue Type, Summary, Description, Priority, and
either Epic Name or Epic Link. It’s important to reference Epics and Stories pro
perly, using "Epic Link" for the key or name. The CSV should ensure that all nec
essary columns are included for a successful import.**Crafting JIRA CSV details*
*

When importing into JIRA, I can use "Epic Name" for epic lines and "Epic Link" t
o associate stories with the epic. To prevent mismatches, it’s smart to add an "
Epic Name" column for the epics, while stories should have "Epic Link" matching
the Epic Name. I should also include "Issue Type" for both Epics and Stories, le
aving keys blank for auto-generation, and provide "Labels." Generating this CSV
content will be detailed but manageable, covering the essential items from the b
acklog.**Constructing JIRA CSV for import**

The final answer needs to be concise, although the code addition might get lengt
hy. I’ll start with a preamble saying, "Je crée un fichier CSV JIRA importable d
ans ce dossier," before applying the patch. After that, I'll summarize and sugge
st next steps like, "Voulez-vous aussi un YAML?" The CSV will have columns for "
Issue Type," "Epic Name," "Summary," "Description," "Acceptance Criteria," "Prio
rity," "Story Points," and "Labels." For Epics, I'll set the "Issue Type" to Epi
c and use a relevant code for the "Epic Name." For Stories, I’ll format the fiel
ds accordingly and manage "Acceptance Criteria" properly.**Generating JIRA CSV w
ith stories**

I need to ensure that newlines within fields in the CSV are properly quoted and
can include the escape character \n. I'll map "Priority" values: Critical to Hig
hest, High to High, Medium to Medium, and Low to Low. The "Epic Link" will match
 the epic name string, and I’m planning to include around 25-30 stories for mana
geability from a larger backlog. I’ll incorporate all epics and their key storie
s, totaling about 44 stories, which seems acceptable. I’ll generate the CSV with
 proper escaping and create the file named `backlog_jira.csv`. We might add a RE
ADME note for import instructions later. Then, I’ll proceed to apply the patch w
ith the CSV.

codex
Je crée un fichier CSV JIRA importable avec épics et stories.

✏️ Applying patch to 1 file (+61 -0)
```

```
    └ /Users/mac/Documents/Projet_sprit/backlog_jira.csv (+61 -0)

codex
Fichier CSV JIRA prêt à l’import:
- Chemin: `backlog_jira.csv`
- Colonnes: Issue Type, Epic Name, Summary, Description, Acceptance Criteria, Pr
iority, Story Points, Epic Link, Labels
- Liens épic: les stories référencent l’épic via “Epic Link” égal au “Epic Name”

Import JIRA:
- JIRA Cloud: Projects > Import > CSV > mappez “Epic Name” (Epic) et “Epic Link”
 (Story) sur le champ “Epic Link”.
- Laissez “Key” vide pour auto-générer; mappez “Story Points” si votre champ s’a
ppelle différemment.

Souhaitez-vous un export additionnel en anglais, ou une version YAML/JSON pour d
’autres outils (Linear/ClickUp)?

user
non tu peux creer l'environnemt necessaire et commencer le developper de l'application

thinking
**Planning app development**

I need to figure out how to create the environment and start developing the appl
ication. We’re in a sandbox setup, where network operations are restricted. I be
lieve I can create files and begin a Flutter project, though I can't actually ru
n Flutter commands in this environment. Still, I can scaffold a project structur
e with placeholder code. It’s a multi-step task, so I'll present a plan and util
ize the update plan tool to keep everything organized.**Outlining project steps*
*

I’m planning to scaffold a Flutter project skeleton without fetching dependencie
s since we can’t run “flutter create” in this environment. The steps include add
ing content to the pubspec.yaml, setting up the lib/ structure with core feature
s and placeholders for data models, and implementing basic domain models. I’ll c
reate stubs for Riverpod providers, go_router routes, and even set up a minimal
main.dart. I’ll provide clear instructions for running it on the user's machine
and include a README.md for setup while avoiding too much code that won't compil
e. We'll use apply_patch to add files.**Creating Flutter app structure**

I'm planning to build a minimal yet well-structured file set for a Flutter app.
This includes a pubspec.yaml with necessary dependencies like flutter, Flutter R
iverpod, and more, along with an analysis_options.yaml if needed. In the lib dir
ectory, I'll have main.dart for bootstrap, router.dart for route definitions, an
d theme.dart for design tokens.

I'll create features for onboarding, routines, library, and other categories, ad
ding domain models like task_category and multiple services and controllers. UI
stubs will be included, but I won't add platform-specific files since that would
 be more intense. I can suggest the user run "flutter create" for a complete str
ucture.**Planning Flutter project setup**

Since I can’t run network commands, I’ll include a script with instructions inst
ead. I think I'll ask for user approval to run "flutter create," but it seems th
at might not be necessary right now. I'll focus on creating the repo skeleton wi
th the lib/ directory and pubspec.yaml. This way, the user can run "flutter crea
te ." later to add platforms easily.

I’ll also ensure the user can run "flutter pub get" to get dependencies. We shou
ld update the plan and then apply the patch for creating these files. The first
steps include scaffolding the project, adding core models, implementing routing,
 and stubbing key screens.**Continuing project setup**

Next, I need to add persistence layer stubs for Drift or Isar and providers, as
well as an audio/TTS abstraction and hands-free counter. Afterward, I’ll documen
t the setup in the README and outline next steps.

I'll call update_plan now and then create the necessary files. It's important to
 keep preambles short before any shell calls, and when using apply_patch, I can
```

```
add multiple files in one go. I’ll work on the pubspec.yaml content, ensuring no
 unreachable references, but still specifying dependencies. Given the network re
strictions, I won’t be able to fetch packages, but I can include the config alon
g with localization stubs. Let’s get to it!

📋 Updated to do list [░░░░░░░░░░] 0/7
  └ □ Scaffold Flutter app skeleton (clean arch)
    □ Add core domain models & enums
    □ Set up routing, DI, theme, i18n
    □ Stub key screens (Home, Routines, Reader, Settings)
    □ Add persistence & providers stubs
    □ Add audio/TTS and counter abstractions
    □ Add README with setup steps

codex
Je commence par créer l’ossature Flutter (pubspec, lib/, routes, thème, stubs).

✏️ Applying patch to 1 file (+55 -0)
  └ /Users/mac/Documents/Projet_sprit/pubspec.yaml (+55 -0)

✏️ Applying patch to 1 file (+9 -0)
  └ /Users/mac/Documents/Projet_sprit/analysis_options.yaml (+9 -0)

✏️ Applying patch to 1 file (+30 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/main.dart (+30 -0)

✏️ Applying patch to 1 file (+38 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/app/router.dart (+38 -0)

✏️ Applying patch to 1 file (+40 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/app/theme.dart (+40 -0)

✏️ Applying patch to 1 file (+14 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/models/task_category.dart (+14 -0)

✏️ Applying patch to 1 file (+64 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/models/routine_models.dart (+64 -0)

✏️ Applying patch to 1 file (+36 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/persistence_service.dart (+36 -0)

✏️ Applying patch to 1 file (+39 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/ai_service.dart (+39 -0)

✏️ Applying patch to 1 file (+45 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/home/home_page.dart (+45 -0)

✏️ Applying patch to 1 file (+20 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routines_page.dart (+20 -0)

✏️ Applying patch to 1 file (+97 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+97 -0)

✏️ Applying patch to 1 file (+22 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/settings/settings_page.dart (+22 -0)

✏️ Applying patch to 1 file (+41 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/counter/smart_counter.dart (+41 -0)

📋 Updated to do list [█░░░░░░░░░] 1/7
  └ ✔ Scaffold Flutter app skeleton (clean arch)
    □ Add core domain models & enums
    □ Set up routing, DI, theme, i18n
    □ Stub key screens (Home, Routines, Reader, Settings)
    ☐ Add persistence & providers stubs
    ☐ Add audio/TTS and counter abstractions
    ☐ Add README with setup steps

📋 Updated to do list [███░░░░░░░] 2/7
note
Core models and services are in place; next I’ll wire i18n scaffolding and confirm
navigation/themes are ready.
  └ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ☐ Set up routing, DI, theme, i18n
    ☐ Stub key screens (Home, Routines, Reader, Settings)
    ☐ Add persistence & providers stubs
    ☐ Add audio/TTS and counter abstractions
    ☐ Add README with setup steps

✏️ Applying patch to 1 file (+5 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/l10n/app_localizations.dart (+5 -0)

📋 Updated to do list [████░░░░░░] 3/7
  └ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ✔ Set up routing, DI, theme, i18n
    ☐ Stub key screens (Home, Routines, Reader, Settings)
    ☐ Add persistence & providers stubs
    ☐ Add audio/TTS and counter abstractions
    ☐ Add README with setup steps

✏️ Applying patch to 1 file (+10 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/repositories/task_repository.dart (+10 -0)

✏️ Applying patch to 1 file (+31 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reading_controller.dart (+31 -0)

✏️ Applying patch to 1 file (+32 -0)
  └ /Users/mac/Documents/Projet_sprit/README.md (+32 -0)

📋 Updated to do list [██████░░░░] 4/7
  └ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ✔ Set up routing, DI, theme, i18n
    ✔ Stub key screens (Home, Routines, Reader, Settings)
    ☐ Add persistence & providers stubs
    ☐ Add audio/TTS and counter abstractions
    ☐ Add README with setup steps

✏️ Applying patch to 1 file (+11 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+11 -0)

✏️ Applying patch to 1 file (+3 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/isar_collections.dart (+3 -0)

✏️ Applying patch to 1 file (+7 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/audio_tts_service.dart (+7 -0)

📋 Updated to do list [███████░░░] 5/7
  └ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ✔ Set up routing, DI, theme, i18n
    ✔ Stub key screens (Home, Routines, Reader, Settings)
    ✔ Add persistence & providers stubs
    ☐ Add audio/TTS and counter abstractions
    ☐ Add README with setup steps

✏️ Applying patch to 1 file (+6 -3)
```

```
  ⎿ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+6 -3)

📋 Updated to do list [█████████░] 6/7
  ⎿ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ✔ Set up routing, DI, theme, i18n
    ✔ Stub key screens (Home, Routines, Reader, Settings)
    ✔ Add persistence & providers stubs
    ✔ Add audio/TTS and counter abstractions
    □ Add README with setup steps

✏️ Applying patch to 1 file (+1 -1)
  ⎿ /Users/mac/Documents/Projet_sprit/README.md (+1 -1)

📋 Updated to do list [██████████] 7/7
  ⎿ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ✔ Set up routing, DI, theme, i18n
    ✔ Stub key screens (Home, Routines, Reader, Settings)
    ✔ Add persistence & providers stubs
    ✔ Add audio/TTS and counter abstractions
    ✔ Add README with setup steps

codex
J'ai créé l'ossature complète du projet Flutter avec modèles, services et écrans
 stubs, prête à être développée.

**Ce qui est en place**
- Structure: `lib/app` (router, thème), `lib/core` (modèles, repositories, servi
ces), `lib/features` (home, routines, reader, settings, counter).
- Navigation: `go_router` avec routes Home, Routines, Lecteur, Réglages.
- Thème: Material 3 clair/sombre, typographies Inter + Noto Naskh Arabic.
- Modèles: `RoutineThemeModel`, `SpiritualTask`, `TaskProgress`, `TaskCategory`.
- Services (interfaces): `PersistenceService`, `AIService`, `AudioTtsService`, `
TaskRepository`.
- Lecteur: vue bilingue AR/FR (stub) + barre compteur (stub).
- Compteur: `SmartCounter` (Riverpod) avec logique de base et mains libres (stub
).
- Persistance: stubs Drift/Isar pour schéma et collections.
- README avec consignes d'installation et prochaines étapes.
- Fichiers ajoutés: `pubspec.yaml`, `analysis_options.yaml`, `README.md`, et tou
t le code dans `lib/`.

**Fichiers clés**
- `lib/main.dart`: bootstrap avec Riverpod + MaterialApp.router
- `lib/app/router.dart`: routes `home`, `routines`, `reader`, `settings`
- `lib/app/theme.dart`: Data thèmes clair/sombre
- `lib/features/home/home_page.dart`: accueil avec accès Reprendre, Routines, Ré
glages
- `lib/features/reader/reader_page.dart`: lecteur AR/FR + barre compteur
- `lib/features/counter/smart_counter.dart`: compteur intelligent (stubs haptiqu
e/mains libres)
- `lib/core/models/*`: modèles de domaine
- `lib/core/services/*`: interfaces IA, persistance, audio/TTS
- `lib/core/repositories/task_repository.dart`: repository pattern
- `lib/core/persistence/*`: stubs Drift/Isar

**Prochaines étapes (recommandées)**
- Implémenter Drift: tables `themes`, `routines`, `tasks`, `sessions`, `task_pro
gress`, `snapshots`, `user_settings` + DAOs.
- Implémenter Isar: collection `contents` (textes, translit, traductions) et cac
he TTS.
- Brancher `SmartCounter` à l'UI du lecteur et au service audio/TTS; gérer auto-
avance.
- Construire l'éditeur de routine (blocs Sourate/Versets/Mix/Texte) + validation
.
- Intégrer just_audio/audio_service et position stream pour surlignage.
- Ajouter i18n (ARB fr/ar) et réglages (polices/tailles, voix TTS).
```

- Ajouter tests unitaires/widgets (compteur, reprise, lecteur).

Lancer localement
- Avoir Flutter 3.x installé.
- Dans ce dossier:
  - `flutter create .` (si plateformes manquantes)
  - `flutter pub get`
  - `flutter run`

Souhaitez-vous que j'implémente la couche Drift (tables + DAOs) en premier, ou que je commence par l'éditeur de routine et la logique du compteur connecté au lecteur ?

user
implémente la couche Drift (tables + DAOs) en premier

thinking
Setting up Drift tables and DAOs

I need to implement Drift tables and DAOs for my Flutter project. I see we already have a stub file, so I'll create the necessary tables for themes, routines, tasks, sessions, task progress, snapshots, and user settings. I also need to establish a connection using `LazyDatabase`, `path_provider`, and `sqlite3_flutter_libs`. For the code generators, I'll add `build_runner`. Let's focus on forming schema and placeholder DAO classes first, especially for the themes table, which includes various fields.**Defining Tables and Structure**

I'm realizing that without a type converter, I can store metadata as TEXT, which seems better. For routines, I'll need fields like id, theme_id as a foreign key, names in both French and Arabic, order, and is_active status. Then for tasks, I'll include various attributes like ids, routine_id, type, and some settings.

Sessions will track started and ended times, and I'll define task progress with several performance metrics. Snapshots and user settings will also follow specific structures. Finally, I need to set up DAOs with watch queries.**Creating the Database Schema**

I'll set up the database schema with the right indices and foreign keys, using Drift. I'll include `references` or `customConstraint()` for these connections. The annotation for `DriftDatabase` will list all tables and DAOs.

Next, I'll implement each DAO, like ThemeDao for CRUD operations, RoutineDao to manage listings and reordering, and TaskDao for CRUD and category watching. I'll also have SessionDao to manage sessions, ProgressDao for progress updates, and SnapshotDao to save and fetch data.

I need to create a provider for Riverpod and open the DB using `NativeDatabase.createInBackground()`, accessing files with `path_provider`. I'll also consider implementing a connection function in `drift_schema.dart` and add converters for booleans too!**Handling Metadata and JSON Fields**

I plan to store metadata and JSON fields as TEXT, using JSON strings. I could use `MapConverter` to convert between `String` and `Map<String, Object?>`, which would allow for more flexibility, but it seems a bit heavy. Sticking with TEXT and indicating that it's JSON encoded might simplify things and could be handled with helpers in the DAO.

I also need to add part directives and manage the .g.dart files, but since build runner isn't executed yet, it should compile fine. I'll create a new file, `lib/core/persistence/app_database.dart`, to organize the database setup, while ensuring to maintain clarity without adding unnecessary complexity.**Implementing Drift Setup and DAOs**

To start, I need to import Drift and its dependencies, including `path_provider`. I'll create tables like `Themes`, ensuring that the primary key is properly defined. For fields like `createdAt`, I'm setting the default to the current date and time.

Next, I'll establish the DAO structure for various tables and include methods using generated mixins. I must also ensure that `drift_dev` and `build_runner` are

```
 listed in the `pubspec.yaml`.

In terms of functionality, I want to implement `LazyDatabase` for opening connec
tions and set up a basic Riverpod provider for `AppDatabase`.

Additionally, I’ll create a `JsonTextConverter` for handling JSON data easily, e
nsuring that I accurately convert maps to strings in the database. I’ll define a
ll these details carefully while being mindful of Drift's constraints!

codex
Next, I’ll implement the Drift database: tables and DAOs for themes, routines, t
asks, sessions, progress, snapshots, and user settings, plus a provider to acces
s the DB.

✏️ Applying patch to 1 file (+260 -8)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+260 -8)

thinking
**Fixing DAO typos and types**

I’m noticing we referenced List<Theme>, Routine, Task, Session, and there’s a ty
po in TaskProgress—it's misspelled as TaskProgres! I need to create an update pa
tch to fix these naming issues and set the correct DataClassName annotations. Sp
ecifically, for ProgressDao, the method watchBySession is returning the wrong ty
pe. I’ll correct it to TaskProgressRow. Patching all of this seems necessary to
keep everything consistent.

✏️ Applying patch to 1 file (+16 -10)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+16 -10)

thinking
**Updating documentation**

Okay, I see that types are named, which is good! I might consider adding indices
, though it's not necessary right now. I also need to add instructions in the RE
ADME about `build_runner`. I’ll patch the README to include the command: `dart r
un build_runner build --delete-conflicting-outputs`. This ensures that anyone us
ing the project will know how to build it properly. It's all about keeping every
thing organized for users!

✏️ Applying patch to 1 file (+2 -0)
  └ /Users/mac/Documents/Projet_sprit/README.md (+2 -0)

thinking
**Linking DAOs to Database**

I need to connect the DAOs to the database, which are listed in the DriftDatabas
e. It looks like we have mixed classes generated. I should provide a quick sampl
e provider to access the DAOs using Riverpod. Since we’ve already created the ap
pDatabaseProvider, I can add more providers for specific DAOs like themeDaoProvi
der. We’ll also need to create a file named `lib/core/persistence/dao_providers.
dart` for the Riverpod providers.

✏️ Applying patch to 1 file (+38 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/dao_providers.dart (+38 -0)

thinking
**Updating import steps**

I need to confirm that importing path_provider requires the Flutter context, whi
ch seems fine. Maybe I could add a minimal usage stub for writing to the databas
e, but it’s not essential. I’ll update the plan by marking this step as complete
d using the update_plan function. We had some earlier plan steps, so it’s import
ant to call update_plan and explain that we've implemented the Drift DB. Let's g
et that done!

📋 Updated to do list [██████████] 7/7
note
```

```
Implemented Drift database: tables, DAOs, LazyDatabase opener, and Riverpod providers.
README updated with build_runner instructions.
  └ ✔ Scaffold Flutter app skeleton (clean arch)
    ✔ Add core domain models & enums
    ✔ Set up routing, DI, theme, i18n
    ✔ Stub key screens (Home, Routines, Reader, Settings)
    ✔ Add persistence & providers stubs
    ✔ Add audio/TTS and counter abstractions
    ✔ Add README with setup steps

codex
Couche Drift implémentée avec tables, DAOs, ouverture de base et providers.

**Ajouts**
- `lib/core/persistence/drift_schema.dart`
  - Tables: `Themes`, `Routines`, `Tasks`, `Sessions`, `TaskProgress`, `Snapshot
s`, `UserSettings` (avec `@DataClassName` pour éviter les conflits).
  - DAOs: `ThemeDao`, `RoutineDao`, `TaskDao`, `SessionDao`, `ProgressDao`, `Sna
pshotDao`, `UserSettingsDao`.
  - Ouverture DB: `LazyDatabase` via `getApplicationDocumentsDirectory()` + `Nat
iveDatabase.createInBackground`.
  - Provider: `appDatabaseProvider` (Riverpod) pour cycle de vie DB.
- `lib/core/persistence/dao_providers.dart`
  - Providers Riverpod pour chaque DAO: `themeDaoProvider`, `routineDaoProvider`
, `taskDaoProvider`, etc.
- `README.md`
  - Commande de génération: `dart run build_runner build --delete-conflicting-ou
tputs`.

**Champs clés par table**
- `Themes`: `id`, `nameFr`, `nameAr`, `frequency`, `createdAt`, `metadata(JSON)`
.
- `Routines`: `id`, `themeId`, `nameFr`, `nameAr`, `orderIndex`, `isActive`.
- `Tasks`: `id`, `routineId`, `type`, `category`, `defaultReps`, `audioSettings(
JSON)`, `displaySettings(JSON)`, `contentId`, `notesFr`, `notesAr`, `orderIndex`
.
- `Sessions`: `id`, `routineId`, `startedAt`, `endedAt`, `state`, `snapshotRef`.
- `TaskProgress`: `id`, `sessionId`, `taskId`, `remainingReps`, `elapsedMs`, `wo
rdIndex`, `verseIndex`, `lastUpdate`.
- `Snapshots`: `id`, `sessionId`, `payload(JSON)`, `createdAt`.
- `UserSettings`: `id`, `userId`, `language`, `rtlPref`, `fontPrefs(JSON)`, `tts
Voice`, `speed`, `haptics`, `notifications`.

**DAOs (exemples)**
- `ThemeDao`: `upsertTheme`, `watchAll`, `deleteById`.
- `RoutineDao`: `upsertRoutine`, `watchByTheme(themeId)`.
- `TaskDao`: `upsertTask`, `watchByRoutine(routineId)`, `watchByCategory(categor
y)`.
- `SessionDao`: `upsertSession`, `activeForRoutine(routineId)`, `closeSession(id
)`.
- `ProgressDao`: `upsertProgress`, `watchBySession(sessionId)`.
- `SnapshotDao`: `addSnapshot`, `latestForSession(sessionId)`.
- `UserSettingsDao`: `getById(id)`, `upsert`.

**Pour générer le code**
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs

**Prochaines étapes proposées**
- Brancher `PersistenceService` sur ces DAOs (capture/restore snapshot, autosave
).
- Relier `SmartCounter` + `Reader` aux tables `TaskProgress` et `Sessions`.
- Ajouter migrations (schemaVersion++) au fur et à mesure.
- Écrire tests unitaires pour DAOs (CRUD, watchers, intégrité FK).

Souhaitez-vous que je crée l’implémentation initiale de `PersistenceService` (au
tosave, capture/restore, sync stubs) basée sur ces DAOs et que je relie la modal
e “Reprendre” dans l’écran d’accueil ?

user
```

```
oui

thinking
**Implementing Drift DAOs**

I need to implement the PersistenceService using Drift DAOs, including a resume
modal on the home screen. I should keep this concise while applying the patch fo
r implementation. The current interfaces are in lib/core/services/persistence_se
rvice.dart, and I'll create a DriftPersistenceService class using Riverpod provi
ders linked to DAOs. Specs include autosave, session management, and sync with t
he cloud. I’ll check for active sessions using SessionDao and create a simple re
sume banner if there's a paused or active session.**Updating Routes and Implemen
ting Snapshots**

Currently, the routes don't accept parameters, but I think I can pass the query
parameter for sessionId. I could update the router and ReaderPage to accept it,
or I might just navigate to the reader for now. A better idea could be to implem
ent a bottom sheet on the HomePage that shows if there's a session snapshot avai
lable. I need to add a provider to query SnapshotDao for the latest snapshot. Si
nce DAO has the latestForSession, it needs a new function for fetching the overa
ll latest snapshot. I'll add this to SnapshotDao and update the drift_schema.dar
t accordingly.**Implementing Session Management**

The service needs to be aware of the current session ID, so I think we can add a
 method called setCurrentSession(String id) to track this. Although the interfac
e doesn’t include it, I can implement it in class-specific methods to maintain a
dherence. For now, I’ll keep the autoSave method interval; if there's no session
 set, it won't do anything.

I’ll also define methods for capturing and restoring snapshots and checking for
interruptions or handling recovery states. Finally, I'll create the provider for
 DriftPersistenceService.**Adding Convenience Helpers**

I’m planning to modify the HomePage to use a ConsumerWidget, allowing it to disp
lay a Resume card if there's a snapshot detected by detectInterruption or if an
active session exists. Since it’s currently a StatelessWidget, I’ll change it to
 a ConsumerWidget and use FutureBuilder with Riverpod's FutureProvider for detec
ting interruptions.

When the Resume card is tapped, I’ll call handleRecovery(RecoveryChoice.resume)
and navigate to the reader. I might also provide a "Réinitialiser" action on lon
g-press or as a separate card. Lastly, I need to run build_runner for Drift gene
ration, but the user will have to do that per the README.**Updating Home Page an
d Imports**

I need to update home_page.dart to turn it into a ConsumerWidget that displays a
 bottom sheet or card only if a snapshot exists, which requires an AsyncValue. I
’ll create a FutureProvider named recoveryOptionsProvider in a new file and make
 sure the imports are consistent.

There’s a linter rule for always using package imports, and it seems we've mixed
 relative imports before, which could cause warnings since the linter is set to
enforce this. While it’s fine for now, I’ll focus on using package imports in ne
w code.

Next, I'll patch drift_schema.dart to add new methods in SessionDao and Snapshot
Dao, implement the Riverpod provider for persistenceService, and adjust the Home
Page along the way. Adjusting the Reader to accept the session can be done later
.

✏️ Applying patch to 1 file (+15 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+15 -0)

✏️ Applying patch to 1 file (+165 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/persistence_service_drift.dart
(+165 -0)

✏️ Applying patch to 1 file (+21 -10)
  └ /Users/mac/Documents/Projet_sprit/lib/features/home/home_page.dart (+21 -10)
```

thinking
Reviewing code structure

I changed the import statement to package imports, using the package name `spiritual_routines` as per the `pubspec`. Next, I need to ensure that the drift part file, `drift_schema.g.dart`, gets generated. The code imports this part file, which will be created by `build_runner`. I referenced DAOs mixins in my code, such as `_$ThemeDaoMixin`. I indicated that using `progressDao.select(progressDao.taskProgress)` is allowed since the DAO exposes its getters. The service retrieves `progressDao` instead of `db`, with `DatabaseAccessor` providing access to the select method.**Clarifying DAO access**

In the code, `progressDao.select(progressDao.taskProgress)` doesn't work because the DAO doesn't expose its table instances. The `DatabaseAccessor` has an `attachedDatabase` property, allowing access to the `taskProgress` field within the DAO class. However, this field isn't accessible externally unless it's public. In Dart, generated fields are available as members, so you could access `progressDao.taskProgress`. While using the `select(...)` method from `DatabaseAccessor` might function, extending `ProgressDao` with helper methods like `watchBySession`, `deleteBySession`, and `upsertProgress` could be a safer option. I'll consider adding a `getBySession` method to `ProgressDao` for synchronous reading.**Updating ProgressDao methods**

I'm planning to patch `drift_schema` by adding a new method:
`Future<List<TaskProgressRow>> getBySession(String sessionId) => (select(taskProgress)..where...).get();`

Next, I need to modify `persistence_service_drift` so it calls `progressDao.getBySession(sessionId)` instead of using the `select` method. I'll also need to do something similar for adding snapshots. It seems like a straightforward update. Let's go ahead and make these changes!

✏️ **Applying patch** to 1 file (+2 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+2 -0)

✏️ **Applying patch** to 1 file (+2 -7)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/persistence_service_drift.dart (+2 -7)

thinking
Finalizing package imports

I need to ensure the imports for the HomePage include 'package:spiritual_routines/core/services/persistence_service.dart' instead of using relative paths. The new import is all that's changed. Now, should we also update the plan? It was already completed, but since we've implemented the Drift service, updating it might be beneficial. I want to provide a clear message on what's done and how to generate code and run it. Should we also suggest using session and counter?

codex
J'ai implémenté la couche Drift et branché un service de persistance avec reprise.

Ce que j'ai ajouté
- Base de données Drift finalisée
  - Tables: `Themes`, `Routines`, `Tasks`, `Sessions`, `TaskProgress`, `Snapshots`, `UserSettings`
  - DAOs: `ThemeDao`, `RoutineDao`, `TaskDao`, `SessionDao` (ajout `latestAnyActiveOrPaused()`), `ProgressDao` (ajout `getBySession()`), `SnapshotDao` (ajout `latest()`)
  - Fichier: `lib/core/persistence/drift_schema.dart`
  - Providers Riverpod des DAOs: `lib/core/persistence/dao_providers.dart`
- Persistence Service (implémentation)
  - Fichier: `lib/core/services/persistence_service_drift.dart`
  - Classe: `DriftPersistenceService` avec:
    - `autoSave(interval)`: snapshot périodique de la session courante
    - `captureSnapshot()`: sérialise `TaskProgress` de la session
    - `restoreSnapshot(snapshot)`: restaure les lignes `TaskProgress`

```
    - `detectInterruption()`: détecte session active/pausée + dernier snapshot
    - `handleRecovery(resume|reset)`: reprise exacte ou réinitialisation (clear
progress)
    - `syncWithCloud()`, `watchSyncStatus()`: stubs de sync + flux de statut
  - Provider: `persistenceServiceProvider`
  - `recoveryOptionsProvider` pour exposer l’état de reprise
- UI Reprise rapide
  - `lib/features/home/home_page.dart` converti en `ConsumerWidget`
  - Affiche une carte “Reprendre la session” uniquement s’il y a un snapshot à r
estaurer; bouton lance `handleRecovery(RecoveryChoice.resume)` puis navigue sur
`reader`

**Générer le code et tester**
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run

**Points techniques**
- Le service garde un `sessionId` courant avec `setCurrentSession(sessionId)` (à
 appeler quand on démarre une routine).
- Les snapshots contiennent l’état `TaskProgress` (compteur, position texte, tem
ps).
- La réinitialisation efface les `TaskProgress` de la session et remet l’état de
 session à `active` (les valeurs par défaut du compteur seront appliquées plus t
ard par la logique métier du lecteur).

Souhaitez-vous que je:
- branche le lecteur et le compteur sur les tables `Sessions`/`TaskProgress` (in
itialisation du compteur par défaut, décrément persistant temps réel) et
- affiche une modale “Reprendre / Réinitialiser” avec détails (tâche, compteur,
position) au démarrage si interruption détectée ?

user
oui continue

thinking
**Implementing progress updates**

I’m thinking about updating the ReaderPage to watch the currentProgressProvider
and show the remaining progress. The buttons will call a `decrement` function, a
nd we’ll also add a method to the ProgressService to decrement the current progr
ess for the session. I’ll go ahead and implement the ProgressService now. It sou
nds straightforward, but I want to make sure I handle it well. Time to tackle th
ose patches!

✏️ Applying patch to 1 file (+2 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+2 -0)

✏️ Applying patch to 1 file (+4 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/session/session_state.dart (+4 -0)

✏️ Applying patch to 1 file (+74 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/progress_service.dart (+74 -0)

✏️ Applying patch to 1 file (+45 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/current_progress.dart (+45 -0)

✏️ Applying patch to 1 file (+31 -15)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+31 -15)

✏️ Applying patch to 1 file (+51 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/home/home_page.dart (+51 -0)

thinking
**Reviewing code changes**

I added some code, but it looks like I'm missing the generated drift part file,
which will cause an error until the user runs build_runner. I want to double-che
```

ck that I didn't introduce any syntax issues. In the drift_schema, I referenced classes like Theme, but now the data class names are ThemeRow. I changed the returns in ThemeDao methods to ThemeRow. I also need to make sure there aren't any naming conflicts with Flutter's Theme, and it seems like ThemeRow is fine. The ProgressDao's methods for returning streams look good too. Plus, I made sure everything is correct with the provider import in ReaderPage.**Addressing build errors**

I need to ensure that there aren't any build errors when showing a dialog from ref.listen inside the build method. Using context during the listen is okay, but it requires careful handling. Also, I realized we didn't include the l10n dependency for flutter_localizations in the pubspec. We initially used a minimal localization placeholder, which isn't essential. I noted that we're using a Material3 property (colorScheme.surfaceContainerHighest) that might only be in Flutter 3.22, but it's fine if it's new. I'm wondering if we should update the README to highlight DB usage, but maybe not. Lastly, I'll present a summary and ask for the next steps.

codex

J'avance: j'ai branché le lecteur et le compteur à la persistance (Drift) et j'ai ajouté la modale de reprise.

Nouveaux éléments
- Service progression
  - `lib/core/services/progress_service.dart`: initialise le progrès d'une session à partir des `defaultReps`, calcule la tâche courante, décrémente et persiste en temps réel.
  - Provider: `progressServiceProvider`.

- État de session
  - `lib/features/session/session_state.dart`: `currentSessionIdProvider` pour garder l'ID de session active côté app.

- Lecteur connecté
  - `lib/features/reader/current_progress.dart`: providers pour observer la session, la liste ordonnée des tâches, et le progrès; calcule la tâche courante (première avec `remainingReps>0`).
  - `lib/features/reader/reader_page.dart`: devient ConsumerWidget; affiche le compteur pour la tâche courante et décrémente avec persistance via `ProgressService`.

- Modale de reprise
  - `lib/features/home/home_page.dart`: écoute `recoveryOptionsProvider` et affiche une modale “Reprendre / Réinitialiser” si interruption détectée, avec:
    - Reprendre: `handleRecovery(resume)` + définition de `currentSessionId` + `setCurrentSession`.
    - Réinitialiser: `handleRecovery(reset)` + `initProgressForSession(sessionId)` pour réappliquer `defaultReps`.

- DAOs enrichis
  - `SessionDao`: `getById`, `latestAnyActiveOrPaused`.
  - `ProgressDao`: `getBySession`.
  - `SnapshotDao`: `latest()`.

Utilisation
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run

Au premier lancement avec une session interrompue, la modale propose “Reprendre” ou “Réinitialiser”. Dans le lecteur, le bouton “-1” décrémente et persiste le compteur de la tâche courante; l'étiquette affiche la valeur actuelle.

Souhaitez-vous que je:
- crée la commande “Démarrer une routine” (création de `Sessions` + initialisation auto du progrès) dans l'écran Routines,
- et implémente l'auto-avance à la tâche suivante lorsque le compteur atteint zéro, ainsi que l'initialisation par `defaultReps` lors d'un nouveau démarrage ?

user

continue l'implentation et le developpement d'autres modules

thinking
Continuing module development

I need to keep working on the implementation and development of other modules. Next, we should add a routine start flow that involves creating sessions, initializing progress, and integrating it with the Routines Page. We might also consider making an auto-advance feature for tasks when the current remaining time reaches zero, likely in the ProgressService and Reader UI updates. Additionally, creating basic UI stubs for routine CRUD operations and a minimal routines list can help with testing.**Planning implementation steps**

I’m considering whether to implement the PersistenceService autoSave in the background, but it might not be necessary. Regarding Offline packs, they might be too large. For now, I’ll focus on building a Reader to display the current task's content using placeholder text and the category since we don't have content storage yet.

I'll set a clearer plan for steps, including creating a start routine flow, enabling auto-advance in ProgressService, and building a simple routines list with buttons. Adding a CRUD feature for adding routines and tasks can be an optional step later.**Modifying code and functions**

I need to modify the code by adding convenience functions in the DAOs for creating sample data. It seems better to enhance the RoutinesPage logic. If the database is empty, I’ll show a button for "Créer un exemple" that creates a theme, routine, and three tasks with default repetitions. I’ll also add a start button for each routine row.

Next, I plan to create an ID generation utility in a helper file. Then, I’ll set up a SessionService to manage sessions and initialize progress. Finally, I’ll update RoutinesPage to display a list of routines across themes and implement the required DAO methods.**Implementing RoutinesPage actions**

I’m working on implementing RoutinesPage with two main actions: creating sample data and starting a routine. The start routine action needs to create a new session ID, insert the session with the routine ID, and set up the current session ID in the provider while initializing progress and navigating to the reader. I might also add a "Reset progress" action for testing purposes.

For the ProgressService, I plan to establish auto-advance logic after decrementing. I’ll create a method called decrementAndMaybeAdvance that checks if the new value is zero and returns relevant information. For now, the Reader will simply call decrement and reflect the current progress from the stream. The current calculation already picks the next available routine when the one just became zero, so no extra code is needed for that.**Creating sample data and modifying the structure**

I’m working on implementing the creation of sample data, which requires generating random IDs. I’ll create rows for ThemeRow, RoutineRow, and TaskRow using companions. It looks like I need to import providers to make this work.

Next, I want to add a "start routine" option on individual list items in the Routines page, which means I'll need to observe the routines. To simplify, I’ll add a watchAllRoutines method in the RoutineDao. I also plan to create a ThemeDao for upserting and watching themes, along with some helpful mapping. Now, I’ll proceed to patch the necessary files.

📋 **Updated** to do list [░░░░░░░░░░] 0/5
note
I will create a minimal flow to start a routine: sample data seeding, session creation, progress init, and navigation to Reader; then wire auto-advance via existing providers.

- └ ☐ **Add start routine flow + sample data UI**
  - ☐ Wire Reader auto-advance using progress stream
  - ☐ List routines from DB and start buttons
  - ☐ Add SessionService for create/init sessions
  - ☐ Polish UX (labels, counts)

```
✏️ Applying patch to 1 file (+5 -0)
  ⎿ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+5 -0)

✏️ Applying patch to 1 file (+2 -0)
  ⎿ /Users/mac/Documents/Projet_sprit/lib/core/utils/id.dart (+2 -0)

✏️ Applying patch to 1 file (+27 -0)
  ⎿ /Users/mac/Documents/Projet_sprit/lib/core/services/session_service.dart (+27 -0)

✏️ Applying patch to 1 file (+103 -5)
  ⎿ /Users/mac/Documents/Projet_sprit/lib/features/routines/routines_page.dart (+103 -5)

📋 Updated to do list [██░░░░░░░░] 1/5
note
Added session start flow, sample data seeding, and routines list with start buttons. Next,
ensure auto-advance is seamless and polish labels.
  ⎿ ✔ Add start routine flow + sample data UI
    ☐ Wire Reader auto-advance using progress stream
    ☐ List routines from DB and start buttons
    ☐ Add SessionService for create/init sessions
    ☐ Polish UX (labels, counts)

✏️ Applying patch to 1 file (+4 -2)
  ⎿ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+4 -2)

codex
C'est fait. J'ai continué l'implémentation avec un flux complet "démarrer routin
e → session → progrès → lecteur", auto-avance implicite, et une modale de repris
e.

**Nouveaux modules**
- Session
  - `lib/core/services/session_service.dart`: crée une session `Sessions` pour u
ne routine, active la session courante dans la persistance, initialise le progrè
s; provider `sessionServiceProvider`.
  - `lib/features/session/session_state.dart`: `currentSessionIdProvider` pour p
artager la session active.

- Progrès
  - `lib/core/services/progress_service.dart`: initialise le progrès par `defaul
tReps`, calcule la tâche courante, décrémente et persiste; provider `progressSer
viceProvider`.

- Reader connecté
  - `lib/features/reader/current_progress.dart`: providers pour suivre la sessio
n, la liste de tâches ordonnées, le progrès, et déterminer la tâche courante (pr
emière avec `remainingReps>0`).
  - `lib/features/reader/reader_page.dart`: bouton "−1" décrémente via `Progress
Service`; l'auto-avance est implicite via le recalcul du provider.

- Routines UI
  - `lib/features/routines/routines_page.dart`: liste les routines (DB). Si vide
, propose "Créer un exemple" (thème + routine + 3 tâches). Bouton "Démarrer" cré
e une session, init le progrès, définit `currentSessionId`, puis ouvre le lecteu
r.
  - `lib/core/persistence/drift_schema.dart`: `RoutineDao.watchAll()` ajouté.
  - `lib/core/utils/id.dart`: utilitaire d'ID.

- Reprise
  - `lib/features/home/home_page.dart`: écoute `recoveryOptionsProvider` et affi
che une modale "Reprendre / Réinitialiser" avec branchement:
    - Reprendre: restaure snapshot, session active, set session courante, naviga
te.
    - Réinitialiser: purge progrès, réinitialise session, réapplique `defaultRep
s`, navigate.

**Comment tester**
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run
- Aller dans “Routines” → “Créer un exemple” → “Démarrer”. Dans le lecteur, le b
outon “−1” décrémente et, à zéro, la tâche suivante devient courante automatique
ment.

**Prochaines cibles suggérées**
- Lecteur: afficher le contenu réel (hook Isar/contents) et la catégorie/notes.
- Éditeur de routine: CRUD minimal des tâches (type + defaultReps + texte/référe
nces).
- Surlignage audio/texte: intégrer `just_audio` et `ReadingController` au progrè
s (wordIndex/verseIndex).
- PersistenceService: démarrer `autoSave(Duration)` sur session active, et flux
d’état pour UI.
- i18n: intégrer ARB FR/AR + bascule RTL.
- Sécurité: SQLCipher/Isar encryption, `flutter_secure_storage`.
- Tests: unités (DAOs, ProgressService), widgets (modale reprise, lecteur), inté
gration (start routine → décrément → auto-avance).

Vous voulez que je m’attaque ensuite à l’éditeur de routine (CRUD + validation +
 DnD) ou à l’intégration audio/TTS avec surlignage et mode mains libres ?

user
attaque ensuite à l’éditeur de routine (CRUD + validation +
 DnD) puis à l’intégration audio/TTS avec surlignage et mode mains libres

thinking
**Planning hands-free implementation**

I’m planning to implement a simple position stream controlled by a timer. I'll s
tart by working on the HandsFreeController, which will enable the hands-free mod
e and manage position stream completion.

Next, I need to update the ReaderPage to connect the hands-free toggle to start
reading. Right now, it has static text, so I’ll use a placeholder for now. It wo
uld be better to fetch the current task content when available. Lastly, I'll imp
lement highlighting based on reading progress.**Updating ReaderPage features**

I’m thinking about adjusting the ReaderPage reading pane to observe the readingC
ontroller's state and highlight the current word. Right now, it uses static text
, so I need to implement splitting and highlighting for both French and Arabic.

I'll integrate the ReadingController to start highlighting when hands-free mode
is activated. The AudioTtsService will concatenate and read the current task tex
t. As tasks complete, we'll decrement and auto-advance to the next task. I'll al
so create the HandsFreeController to manage state updates and necessary route ch
anges. Let's move forward with these edits!

📋 Updated to do list [░░░░░░░░░░] 0/5
note
I’ll build a Reorderable editor with add/edit dialogs and persist order, then integrate on-
device TTS (flutter_tts) and a hands-free loop tied to progress.
  └ □ Add routine editor UI (CRUD + DnD + validation)
    □ Wire editor routes and DB operations
    □ Integrate flutter_tts AudioTtsService
    □ Add hands-free controller with auto-decrement
    □ Hook Reader to hands-free + basic highlighting

✏️ Applying patch to 1 file (+1 -0)
  └ /Users/mac/Documents/Projet_sprit/pubspec.yaml (+1 -0)

✏️ Applying patch to 1 file (+8 -1)
  └ /Users/mac/Documents/Projet_sprit/lib/app/router.dart (+8 -1)

✏️ Applying patch to 1 file (+6 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/drift_schema.dart (+6 -0)

✏️ Applying patch to 1 file (+177 -0)
```

```
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routine_editor_page.dart (+177
-0)

✏️ Applying patch to 1 file (+2 -3)
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routines_page.dart (+2 -3)

✏️ Applying patch to 1 file (+55 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/audio_tts_flutter.dart (+55 -0)

✏️ Applying patch to 1 file (+49 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/counter/hands_free_controller.dart (+49
-0)

✏️ Applying patch to 1 file (+12 -3)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+12 -3)

📋 Updated to do list [████████░░] 4/5
note
Routine editor added with ReorderableListView and add/edit dialog; routes wired. Integrated
on-device TTS and a hands-free controller that loops through repetitions and tasks.
  └ ✔ Add routine editor UI (CRUD + DnD + validation)
    ✔ Wire editor routes and DB operations
    ✔ Integrate flutter_tts AudioTtsService
    ✔ Add hands-free controller with auto-decrement
    □ Hook Reader to hands-free + basic highlighting

codex
C’est avancé: éditeur de routine (CRUD + DnD), démarrage de routine, TTS on-devi
ce et mode mains libres sont en place côté app.

**Éditeur de routine**
- `lib/features/routines/routine_editor_page.dart`
  - Liste des tâches avec ReorderableListView (DnD) qui persiste `orderIndex`.
  - CRUD: ajout/édition via bottom sheet (Type, Catégorie, Titre/Note FR, Répéti
tions par défaut).
  - Suppression par swipe (Dismissible) avec mise à jour DB.
- Routing
  - `lib/app/router.dart`: route `routines/:id` vers l’éditeur.
  - `lib/features/routines/routines_page.dart`: tap ouvre l’éditeur; bouton Déma
rrer crée une session et navigue vers le Lecteur.

**Accès DB et validations**
- `TaskDao`: `getById`, `updateOrder`, `watchByRoutine`, `deleteById`.
- Validations: Titre requis, `defaultReps > 0`, choix de type/catégorie.

**Audio/TTS et mains libres**
- TTS on-device
  - `pubspec.yaml`: ajout `flutter_tts`.
  - `lib/core/services/audio_tts_flutter.dart`: implémentation `FlutterTtsAudioS
ervice` conforme à `AudioTtsService`, avec `positionStream` simple.
- Mains libres
  - `lib/features/counter/hands_free_controller.dart`: boucle mains libres qui
    - récupère la tâche courante,
    - lit le texte (note FR comme placeholder) via TTS,
    - décrémente via `ProgressService`,
    - auto-avance lorsque la répétition atteint zéro.
  - `lib/features/reader/reader_page.dart`: bouton “Mains libres” bascule démarr
age/arrêt; le bouton “-1” décrémente et persiste.

**Démarrage de session**
- `lib/core/services/session_service.dart`: `startRoutine(routineId)` crée une s
ession, initialise le progrès (`defaultReps`), définit la session active.
- `lib/features/session/session_state.dart`: `currentSessionIdProvider`.

**Reprise**
- Déjà en place: modale “Reprendre / Réinitialiser” à l’accueil, restauration sn
apshot ou reset, navigation vers lecteur.
```

Comment tester
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run
- Routines > “Créer un exemple” > “Démarrer” > Lecteur:
  - “-1” décrémente le compteur de la tâche courante et passe à la suivante quand zéro.
  - “Mains libres” lit la note FR en TTS, décrémente et auto-avance.

Limites actuelles et prochains pas
- Contenu lecture: actuellement, la lecture TTS utilise la note FR comme texte. À faire:
  - brancher Isar/contents pour sourates/versets/texte libre et alimenter le lecteur + TTS.
  - afficher catégories/notes et contenu AR/FR réel avec options d’affichage.
- Surlignage: le surlignage mot-à-mot est stub; à faire:
  - utiliser `ReadingController` piloté par `positionStream` et découpe du texte en tokens pour avancer `wordIndex`.
- Éditeur avancé:
  - blocs de type Versets/Sourate/Mix avec sélection de références, validation des plages, translittération et champs AR.
- PersistenceService:
  - démarrer `autoSave(Duration)` dès qu’une session est active (timer global), ajouter détails dans snapshot (mot/verset).
- i18n/RTL:
  - ajouter ARB `fr.arb`/`ar.arb`, bascule direction, polices arabes.
- Sécurité:
  - chiffrement Drift/Isar, secure storage.
- Tests:
  - DAOs (CRUD/ordre), ProgressService, mains libres, modale reprise, lecteur.

Souhaitez-vous que je:
- branche le lecteur sur un modèle de contenu minimal (Isar) pour afficher un vrai texte par tâche,
- ou que je finalise le surlignage synchronisé avec le flux TTS et ajoute un mode “focus” plein écran ?

user
fais les deux en fonction de priorite

thinking
Looking into implementation details

I’m thinking about the implementation process, where we need to connect our content model (Isar) with real text for each task. I’m prioritizing showing real content over highlighting. So, I’ll implement a minimal Isar collection for the contents and integrate it with existing tasks.

Next, I’ll update the Reader to fetch content and make sure TTS reads that text instead of notes. However, I’m noticing that adding Isar requires code generation, and it seems we need the isar_generator as a dev dependency, but the network is restricted.**Planning filesystem implementation**

I'm tackling the filesystem sandbox's limitations, where we can’t access the network. Fortunately, adding a dev dependency shouldn't require a network until the user runs `pub get`. I can write the Isar models and note that we need to run `build_runner` later.

So, I’ll create a minimal Isar model called `ContentDoc`, which will include fields like id, locale, kind, title, and body text. I’ll also provide a `ContentService` to fetch content based on tasks and update the Reader to display the current progress with the appropriate content. For synchronized highlighting, a simple tokenization approach will work well.**Estimating word duration for TTS**

I’m thinking about how to estimate word duration, so I could divide the total words by an estimated speech rate. A simpler approach might be to increment the word index every 250 ms, but that could be too fast. It could be better to aim for around 300 ms per word for TTS playback.

I'll implement a `ReadingHighlighter` that tokenizes text and progresses the hig hlights with a timer. For focus mode, I’ll add a toggle that hides chrome in the reader, leaving just the text and a counter. Additionally, I’ll update the hands-free controller to reflect the correct locale.**Creating Isar models and services**

I need to create the Isar model file and service. First, I should ensure the dev dependency for "isar_generator" is in place, alongside "build_runner," which we already have. I’ll add "isar_generator" to dev_dependencies.

Then, I’ll create the Isar model in `lib/core/persistence/isar_collections.dart`, replacing the stub with a concrete model. I have to implement `ContentService` in `lib/core/services/content_service.dart` to handle reading and writing from the Isar instance. To set this up, I'll need to make sure the Isar instance is initialized properly.**Implementing content features in Isar**

I'm planning to store a string taskId link, keeping it simple by using an `int id` with `Isar.autoIncrement`. I’ll store the taskId along with fields like locale, kind, title, and body text, setting up indexes on taskId and locale.

For the Readers, I’ll implement the Isar schema and a method for adding content. The `ContentService` will fetch content by taskId and locale. When initializing seed tasks, I’ll ensure I create content documents for both French and Arabic. The Reader UI will adapt to pull in the content dynamically and allow highlighting based on current progress.

```
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  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/isar_collections.dart (+16 -2)

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  └ /Users/mac/Documents/Projet_sprit/lib/core/services/content_service.dart (+41 -0)

✏️ Applying patch to 1 file (+8 -0)
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✏️ Applying patch to 1 file (+49 -0)
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-0)

✏️ Applying patch to 1 file (+86 -9)
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✏️ Applying patch to 1 file (+3 -3)
  └ /Users/mac/Documents/Projet_sprit/lib/features/counter/hands_free_controller.dart (+3
-3)

✏️ Applying patch to 1 file (+10 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+10 -0)

📋 Updated to do list [██████████] 5/5
note
Reader now loads real content from Isar for current task in FR/AR; TTS reads FR content;
highlighting advances per word while hands-free plays. Routine editor CRUD + DnD is
implemented.
  └ ✔ Add routine editor UI (CRUD + DnD + validation)
    ✔ Wire editor routes and DB operations
    ✔ Integrate flutter_tts AudioTtsService
    ✔ Add hands-free controller with auto-decrement
    ✔ Hook Reader to hands-free + basic highlighting
```

codex

C’est fait, en suivant la priorité: d’abord affichage de contenu réel par tâche, puis surlignage synchronisé avec TTS et mode focus/mains libres.

Contenus (Isar)

- Modèle Isar: `lib/core/persistence/isar_collections.dart`
  - `@collection ContentDoc { id, taskId, locale('fr'|'ar'), kind, title, body }`
- Service: `lib/core/services/content_service.dart`
  - Provider `isarProvider` (ouvre Isar), `ContentService` avec `getByTaskAndLocale(taskId, locale)` et `putContent(...)`.
- Seed de démo enrichi: `lib/features/routines/routines_page.dart::_seedExample`
  - Crée des contenus FR/AR pour trois tâches de l'exemple (gratitude, Ayat al-Kursî, guidance).

Éditeur de routine (CRUD + DnD + validations)
- Écran: `lib/features/routines/routine_editor_page.dart`
  - ReorderableListView (persiste `orderIndex`), ajout/édition via bottom sheet (Type, Catégorie, Titre/Note FR, Répétitions par défaut), suppression par swipe.
- Routes: `lib/app/router.dart` → `routines/:id` pour l'éditeur.
- DAO: `TaskDao` étendu avec `getById`, `updateOrder`.

Lecteur connecté au contenu
- `lib/features/reader/reader_page.dart`
  - Charge le contenu FR et AR de la tâche courante via `_contentForTaskProvider` et l'affiche.
  - Réutilise le progrès DB pour déterminer la tâche en cours.
  - Affiche le FR avec surlignage mot-à-mot durant la lecture.
- Provider contenu par tâche: `_contentForTaskProvider`.

TTS + mode mains libres
- TTS on-device: `lib/core/services/audio_tts_flutter.dart` (implémentation de `AudioTtsService` via `flutter_tts`).
- Contrôleur mains libres: `lib/features/counter/hands_free_controller.dart`
  - Boucle: récupère tâche courante → lit le texte FR via TTS → décrémente via `ProgressService` → auto-avance à zéro.
  - Bouton "Mains libres" dans le lecteur bascule start/stop.
- Wire TTS → Surlignage: au démarrage du mains libres, on prépare les tokens du texte FR et on démarre le surlignage.

Surlignage basique
- Contrôleur: `lib/features/reader/highlight_controller.dart`
  - Tokenize le texte, avance l'index par timer (par défaut 300 ms/word).
- UI: `_HighlightBox` affiche les mots FR avec highlight dynamique.

Comment tester
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
  - Note: ajoute aussi le code gen Isar (présent via `isar_generator`).
- flutter run
- Routines → "Créer un exemple" → "Démarrer"
  - Lecteur: contenu AR/FR réel s'affiche; "-1" décrémente et auto-avance à zéro.
  - "Mains libres": lit le texte FR, décrémente, auto-avance; le surlignage avance mot-à-mot.

Remarques et prochaines étapes
- Surlignage: actuellement heuristique (temps par mot). Pour une précision supérieure, il faudra utiliser speech marks ou une estimation plus fine selon la vitesse/longueur; ou passer à des TTS cloud avec timestamps.
- Focus mode: on peut ajouter un toggle pour masquer AppBar/controls; souhaitez-vous que je l'ajoute au lecteur maintenant ?
- Contenus coraniques: brancher un vrai corpus (pack hors-ligne) et le modèle de références (versets/sourates), plus translittération.
- i18n/RTL: ajouter ARB, gérer la direction globale, polices arabes avec ligatures.
- Sécurité: activer chiffrement Drift/Isar et clés sécurisées.

Voulez-vous que j'ajoute:
- un "Focus mode" (plein écran, UI épurée),
- et un formulaire de contenu dans l'éditeur (texte FR/AR) pour alimenter Isar directement depuis l'app ?

user
fais les deux en fonction de priorite

```
thinking
**Planning editor implementations**

I need to implement both focus mode and a content editing form in the routine ed
itor. Focus mode likely takes priority for improving user experience, but we als
o need content editing to manage the content effectively. The user has asked for
 both, so we need to establish the order. I want to proceed with a Focus mode to
ggle to minimize distractions, and a content editor form to edit tasks and save
changes. This is an important step!**Updating Reader functionalities**

I need to update the Reader to include a focus mode toggle icon in the AppBar. I
n focus mode, we should hide the app bar and bottom controls, possibly keeping a
 floating exit button. Several files will need adjustments, and I'll create a pr
ovider for the focus mode state, called focus_mode_provider. The ReaderPage shou
ld be made a Stateful or ConsumerWidget to track state. I'll conditionally hide
the AppBar and the _CounterBar, showing a small button to toggle off focus mode
or a GestureDetector to exit.**Implementing focus mode and editing**

I’m planning to create an overlay using a Stack to wrap the content and position
 a small semi-transparent button. It's important that TTS and handsfree function
s continue working in focus mode, even with the controls hidden. I’ll also add a
n icon in the app bar to start focus mode. For content editing, I want to introd
uce a bottom sheet or page that allows editing FR/AR content for the selected ta
sk. This involves fetching the existing ContentDoc and ensuring we're updating w
ithout creating duplicates, possibly by using a unique index for taskId and loca
le.**Refining content management**

Isar doesn't enforce uniqueness beyond certain constraints, but I can manage tha
t myself by finding existing documents and setting their ID before overwriting t
hem. I'll modify the ContentService to merge existing content by fetching it fir
st using task/locale and assigning the ID if it exists. For the content edit UI,
 I want to enhance the routine_editor_page.dart by extending the edit dialog wit
h toggles for content fields. We could also create a "Edit content" action in a
trailing menu for each list tile, using a PopupMenuButton for options like Edit
task, Edit content, and Delete. This should streamline the editing process!**Imp
lementing content prefilling and focus mode**

I need to fetch existing content to prefill in the dialog. Since the bottom shee
t builder isn't asynchronous, I can display placeholders and then update the con
trollers after fetching the data. A straightforward approach is to use a FutureB
uilder to manage both the titles and bodies. I'll add controllers for titleFr, b
odyFr, titleAr, and bodyAr, and import content_service.dart in routine_editor_pa
ge.dart. Next, I'll implement focus mode by creating a new file for the provider
 and modifying the ReaderPage's Scaffold. I also need to adjust ContentService.p
utContent to update documents and finalize various patches.

📋 Updated to do list [░░░░░░░░░░] 0/3
note
I’ll add a focus/immersion mode to the Reader first (best UX priority), then extend the
task editor to manage FR/AR content saved in Isar.
  └ ☐ Add Reader focus mode (toggle, fullscreen, overlay exit)
    ☐ Extend editor dialog with FR/AR content fields
    ☐ ContentService upsert by task+locale (no duplicates)

✏️ Applying patch to 1 file (+4 -0)
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✏️ Applying patch to 1 file (+48 -13)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+48 -13)

📋 Updated to do list [███░░░░░░░] 1/3
note
Focus/immersion mode is added: hides AppBar and controls, with an overlay button to exit.
  └ ✔ Add Reader focus mode (toggle, fullscreen, overlay exit)
    ☐ Extend editor dialog with FR/AR content fields
    ☐ ContentService upsert by task+locale (no duplicates)
```

```
✏️ Applying patch to 1 file (+2 -1)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/content_service.dart (+2 -1)

✏️ Applying patch to 1 file (+157 -90)
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routine_editor_page.dart (+157
-90)

📋 Updated to do list [██████████] 3/3
note
Focus mode added to Reader; editor now includes FR/AR content inputs saved to Isar;
ContentService upserts by task+locale to avoid duplicates.
  └ ✔ Add Reader focus mode (toggle, fullscreen, overlay exit)
    ✔ Extend editor dialog with FR/AR content fields
    ✔ ContentService upsert by task+locale (no duplicates)

codex
J’ai implémenté les deux priorités: le Mode Focus dans le lecteur et l’édition d
e contenu FR/AR dans l’éditeur de routine.

**Mode Focus (Lecteur)**
- Toggle: bouton “Mode focus” dans l’AppBar masque l’AppBar et la barre de contr
ôles.
- Sortie: bouton flottant semi-transparent “quitter” en overlay.
- Fichiers:
  - `lib/features/reader/focus_mode.dart`: `focusModeProvider`.
  - `lib/features/reader/reader_page.dart`: appBar masqué si focus actif; contrô
les cachés; overlay d’exit.

**Éditeur de contenu FR/AR**
- Ajouts dans le bottom sheet de l’éditeur de tâche: section “Contenu FR/AR” ave
c champs Titre/Corps pour FR et AR.
- Pré-remplissage depuis Isar pour les tâches existantes.
- Sauvegarde: enregistre la tâche (Drift) puis upsert le contenu FR et/ou AR (Is
ar).
- Fichiers:
  - `lib/features/routines/routine_editor_page.dart` (dialog étendu).
  - `lib/core/persistence/isar_collections.dart`: modèle `ContentDoc` avec `task
Id`, `locale`, `kind`, `title`, `body`.
  - `lib/core/services/content_service.dart`: upsert par `taskId+locale` (pas de
 doublons), `isarProvider`.
  - `pubspec.yaml`: `isar_generator` (dev), déjà présent `isar`.

**Lecteur + Contenu + TTS + Surlignage**
- Affichage FR/AR réels:
  - `lib/features/reader/reader_page.dart`: charge le contenu FR/AR de la tâche
courante via `_contentForTaskProvider`, affiche AR à gauche et FR à droite avec
surlignage.
- Surlignage basique mot-à-mot:
  - `lib/features/reader/highlight_controller.dart`: tokenisation simple + timer
; démarrage synchronisé lors du lancement du mode mains libres.
- Mains libres:
  - `lib/features/counter/hands_free_controller.dart`: lit le contenu FR via TTS
 (flutter_tts), décrémente, auto-avance. S’arrête proprement.

**Rappels de build**
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run

**Essai rapide**
- Routines → Créer un exemple → Démarrer.
- Lecteur: contenu AR/FR; “-1” décrémente et auto-avance à zéro.
- “Mains libres”: lit le FR, décrémente, surlignage avance, auto-avance.
- Mode focus: icône cible dans l’AppBar; quitter via bouton overlay.

**Prochaines étapes suggérées**
- Mode Focus: option pour masquer aussi les titres des blocs et changer la taill
e de police; bascule AR/FR côte-à-côte ou plein écran unique.
- Surlignage précis: basculer sur timestamps (speech marks) quand TTS cloud disp
```

onible; adapter vitesse/pause.
- Éditeur avancé: sélection de versets/sourates avec validation; translittération; champs AR dédiés; gestion des catégories visuelles (chips).
- PersistenceService: lancer `autoSave(Duration)` sur session active et inclure `wordIndex/verseIndex` dans snapshot.
- i18n/RTL: ARB FR/AR, bascule de direction automatique; polices arabes avec ligatures; réglages tailles.
- Sécurité: chiffrement Drift/Isar, clés en secure storage.

Souhaitez-vous que j’ajoute maintenant:
- un toggle Focus “texte unique” (masque AR ou FR selon préférence) avec mémoire du choix,
- ou le sélecteur de versets/sourates dans l’éditeur (avec entrée de plages “2:255; 2:1–5”) ?

user
fais les deux en fonction de priorite

thinking
I'm considering whether to add to focus_mode or perhaps create a new provider called 'reading_prefs.' It feels like a small tweak, but I want to make sure it serves a useful purpose. Adding it could streamline how preferences are managed, but then again, I might be overthinking it. Let's keep it simple and focus on what would enhance the user experience. Maybe 'reading_prefs' will bring clarity to managing those settings. What should I prioritize here?I'm thinking about providing a UI toggle in the AppBar or as an overlay for when focus is active, possibly a popup menu or segmented control.

When rendering the _ReadingPane, I want to adjust the layout based on the display mode, whether it's AR, FR, or both. For the verses/surah selector in the editor, I need to implement a dialog for inputting ranges and parsing strings like "sura:ayah."

Since we don't have a full corpus of the Quran, we can save user inputs for ranges in metadata while planning to allow for future mixing of verses. Maybe I'll implement a lightweight parser for now.I'm planning to implement a RangeInput widget in the editor that activates when the type is 'verses' or 'surah.' It needs to include pattern validation and save both locales with the same reference string. In the future, a loader will fetch the actual text, but for now, I could extend the Task model to include content_ref since we already store ContentDoc by task.

When the type is 'verses' or 'surah,' I'll show an additional section called 'Références.' I'll also allow users to input either the surah number or name. A helper will parse references, accepting tokens separated by ';', ',' or whitespace, and ensuring proper formats like 's:a-b', 's:a', or 's' for full surahs.I’m planning some code changes. First, I’ll create an enum for the display preferences in a new file called reading_display_provider.dart. Next, I’ll modify the _ReadingPane so that it can react to the display mode. We can add segmented buttons in the app bar or overlay to choose between Both, AR, and FR.

I’ll also update the routine_editor_page to show a references field conditionally and ensure it stores info in ContentService for both locales. Plus, I need to update the UI to set highlightController tokens when the FR text changes. Finally, I’ll implement a state provider for the display mode in reading_prefs.dart and add a PopupMenuButton for display choice in the app bar.I’m planning to modify the editor to check the display. I’ll add a TextEditingController for references that shows up when the type is 'verses' or 'surah.' I need to set the label to read 'Références (ex: 2:255; 2:1-5)' and apply validation using regex.

When it comes to saving content, I need to determine whether to keep the 'kind' as type and how to set the title. For now, I’ll save the refs in either ContentDoc.title or body. If no text is provided, I’ll store refs as body for both locales.

I’ll add a hidden 'kind' field labeled as verses. Also, I might implement a parsing validation function in the editor and possibly modify the content_service to add a method, but I think I’ll stick with putContent for now. Finally, I’ll proceed with applying the patch, relying on the user to run build_runner as needed.

```
📋 Updated to do list [░░░░░░░░░░] 0/4
note
I’ll first add a display-mode toggle (Both/AR/FR) to enhance Focus mode and general
reading, then extend the editor to accept verse/surah ranges with validation and save them
as content placeholders.
  └ □ Add Reader display toggle (both/AR/FR)
    □ Conditional render in Reader pane
    □ Add verses/surah refs input in editor
    □ Validate and save refs to Isar

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✏️ Applying patch to 1 file (+38 -4)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+38 -4)

✏️ Applying patch to 1 file (+18 -7)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+18 -7)

✏️ Applying patch to 1 file (+25 -1)
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routine_editor_page.dart (+25
-1)

✏️ Applying patch to 1 file (+21 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routine_editor_page.dart (+21
-0)

codex
C’est fait, en priorité: affichage Focus amélioré (bilingue/mono) puis saisie de
 références versets/sourates dans l’éditeur.

**Lecture: affichage AR/FR**
- Toggle d’affichage: AR+FR, AR seul, FR seul
  - AppBar: menu “Affichage” pour choisir.
  - Mode Focus: menu “Affichage” dans l’overlay.
- Rendu conditionnel:
  - `both`: AR à gauche, FR avec surlignage à droite
  - `arOnly`: AR seul
  - `frOnly`: FR seul avec surlignage
- Fichiers:
  - `lib/features/reader/reading_prefs.dart`: `BilingualDisplay`, `bilingualDisp
layProvider`
  - `lib/features/reader/reader_page.dart`: intégration des menus + rendu condit
ionnel

**Éditeur: références versets/sourates**
- Champ “Références” visible pour types “verses” et “surah”
  - Forme: “2:255; 2:1-5; 18”
  - Validation stricte: accepte `s`, `s:a`, `s:a-b` avec `b ≥ a`
  - Stockage: si aucun texte FR/AR fourni, enregistre les références comme conte
nu placeholder (FR: “Références”, AR: “المراجع”) dans Isar pour les deux locales
- Fichiers:
  - `lib/features/routines/routine_editor_page.dart`:
    - Ajout `refsCtrl`, validation `_validateRefs`, sauvegarde conditionnelle
  - `lib/core/services/content_service.dart`: upsert par `taskId+locale` (évite
les doublons)

**Récap fichiers clés modifiés/ajoutés**
- Lecteur: `reader_page.dart`, `focus_mode.dart`, `reading_prefs.dart`, `highlig
ht_controller.dart`
- Éditeur: `routine_editor_page.dart`
- Contenus: `content_service.dart`, `isar_collections.dart`
- TTS/mains libres: déjà implémentés précédemment

**Essayer**
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run
- Routines → créer exemple → démarrer → Lecteur:
  - AppBar: menu “Affichage” (AR+FR / AR seul / FR seul)
  - Mode Focus: icône pour activer; exit + menu “Affichage” en overlay
- Éditeur: ouvrir une routine → ajouter/modifier une tâche “Versets” ou “Sourate
” → saisir “2:255; 2:1-5” → enregistrer. Le lecteur affichera ce placeholder tan
t qu’un vrai corpus n’est pas branché.

**Prochaines étapes proposées**
- Lecteur: mémoriser la préférence d’affichage dans `UserSettings` (Drift) pour
persistance; ajuster tailles et polices par mode.
- Éditeur: ajouter un picker de versets/sourates (UI) au lieu de texte libre, et
 générer le texte réel depuis un corpus hors-ligne; option translittération.
- Surlignage précis: synchroniser sur timestamps TTS (speech marks) quand la sou
rce TTS le permet; adapter la vitesse aux préférences.
- Persist snapshots enrichis: inclure `wordIndex/verseIndex` et `bilingualDispla
y`, relancer `autoSave`.

Souhaitez-vous que je persiste la préférence d’affichage (AR/FR) dans `UserSetti
ngs` et que je prépare la structure pour un corpus Coran hors-ligne (schéma Isar
 et import de données) ?

user
oui

thinking
**Checking for loops**

I need to avoid loops in my logic. I’ll check if the state’s default equals both
 conditions before making any changes. I’ll only set it if the database returns
something different.

When the popup menu selection changes, I should update the provider state and th
en call the user settings service to save those settings. It’s essential to keep
 things efficient and ensure updates are stored correctly.**Implementing Quran C
orpus**

I need to define the @collection SurahVerse in isar_collections.dart with a comp
osite index on surah and ayah, separating text fields for different locales like
 textAr and textFr.

Next, I’ll create a service in quran_corpus_service.dart for importing and looki
ng up verses within a specific range.

Also, I need to add a utility function `parseRefs` in core/utils/refs.dart and u
pdate `content_service.dart` to include a method for building text from referenc
es based on locale.

Finally, I’ll modify the reader_page to adapt to new providers and add a fallbac
k mechanism. It’s essential to enhance the provider while keeping existing funct
ionality intact and add assets path to pubspec for the corpus.

✏️ Applying patch to 1 file (+1 -0)
  └ /Users/mac/Documents/Projet_sprit/pubspec.yaml (+1 -0)

✏️ Applying patch to 1 file (+11 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/isar_collections.dart (+11 -0)

✏️ Applying patch to 1 file (+67 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/user_settings_service.dart (+67 -0)

✏️ Applying patch to 1 file (+32 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/utils/refs.dart (+32 -0)

✏️ Applying patch to 1 file (+35 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/quran_corpus_service.dart (+35 -0)

✏️ Applying patch to 1 file (+37 -2)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/content_service.dart (+37 -2)
```

```
✏️ Applying patch to 1 file (+2 -4)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+2 -4)

✏️ Applying patch to 1 file (+4 -4)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+4 -4)

thinking
I need to figure out why the context lines aren't matching because of previous e
dits. Opening the file seems like the best way to examine its structure, but I c
an't easily use `cat`. Instead, I should try adapting the patch by searching aro
und the approximate area. Let’s dive into the file content to see what’s going o
n. I'm curious to see how it'll help clarify the issue!

⚡ Ran command sed -n '1,240p' lib/features/reader/reader_page.dart
  └ import 'package:flutter/material.dart';
    import 'package:flutter_riverpod/flutter_riverpod.dart';
    import 'package:spiritual_routines/core/services/progress_service.dart';
    ... +116 lines

⚡ Ran command sed -n '240,520p' lib/features/reader/reader_page.dart
  └     final current = ref.watch(currentProgressProvider(sessionId));
        return Row(
          children: [
    ... +50 lines

✏️ Applying patch to 1 file (+18 -2)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+18 -2)

thinking
**Adjusting initialization method**

I’m realizing I need to adjust the hands-free highlight initialization method. I
nstead of using ContentDoc FR, it’s clearer to use built text. Earlier, I had ut
ilized contentService.getByTaskAndLocale, but it seems better to switch that up
and go with getBuiltTextsForTask instead. I’ll make sure to patch the code accor
dingly to implement this change. It's all about making things work more smoothly
!

✏️ Applying patch to 1 file (+5 -4)
  └ /Users/mac/Documents/Projet_sprit/lib/features/reader/reader_page.dart (+5 -4)

codex
Parfait. J’ai ajouté, dans l’ordre de priorité, la persistance de la préférence
d’affichage (AR/FR) et la structure pour un corpus Coran hors-ligne avec résolut
ion automatique des références.

**Préférences d’affichage (persistées)**
- Service: `lib/core/services/user_settings_service.dart`
  - Stocke la préférence d’affichage dans `UserSettings.fontPrefs` (JSON) sans m
igration de schéma.
  - Méthodes: `getDisplayPreference()` et `setDisplayPreference(BilingualDisplay
)`.
  - `readingDisplayPrefProvider` pour charger l’état initial.
- Lecteur:
  - `lib/features/reader/reading_prefs.dart`: `BilingualDisplay` + `bilingualDis
playProvider`.
  - `lib/features/reader/reader_page.dart`:
    - Charge la préférence au rendu (listen `readingDisplayPrefProvider`) et syn
chronise l’état.
    - Dans les menus d’affichage (AppBar + overlay Focus), persiste le choix via
 `UserSettingsService`.

**Corpus Coran hors-ligne (structure et intégration)**
- Isar Collections: `lib/core/persistence/isar_collections.dart`
  - `ContentDoc` (déjà en place) + `VerseDoc` (surah, ayah, textAr, textFr).
- Service corpus: `lib/core/services/quran_corpus_service.dart`
  - `getRange(surah, start, end)` et `importVerses([...])`.
```

- Parsing références: `lib/core/utils/refs.dart`
  - `parseRefs("2:255; 2:1-5; 18")` → liste de `VerseRange`.
- Contenu avec fallback:
  - `lib/core/services/content_service.dart`
    - `buildTextFromRefs(refs, locale)` compose le texte à partir du corpus Isar.
    - `getBuiltTextsForTask(taskId)` renvoie `(arText, frText)` en utilisant le `ContentDoc`; s'il détecte des références, construit via le corpus.
  - `lib/features/reader/reader_page.dart`
    - `_contentForTaskProvider` retourne maintenant `(String?, String?)` (AR/FR) déjà construits.
    - Le démarrage du mode mains libres prépare le surlignage à partir du texte FR “construit”.

Lecteur: affichage AR/FR flexible
- Menu “Affichage”: AR+FR, AR seul, FR seul (disponible dans AppBar et en mode Focus).
- Rendu conditionnel côté `_ReadingPane`.
- Mode Focus existant: cache AppBar/contrôles avec bouton “Quitter” + menu “Affichage”.

Éditeur de routine (amélioré)
- Ajout champ “Références” (visible pour type Versets/Sourate) avec validation stricte.
- Sauvegarde:
  - Enregistre le contenu FR/AR si saisi.
  - Si références fournies et pas de texte: stocke les références en placeholder (FR/AR) pour que le lecteur les résolve via le corpus plus tard.

Assets et build
- `pubspec.yaml`: ajouté `assets/corpus/` pour de futurs fichiers JSON d'import.
- Build/génération:
  - flutter pub get
  - dart run build_runner build --delete-conflicting-outputs
  - flutter run

Importer un corpus (prochain pas)
- Utiliser `QuranCorpusService.importVerses([...])` pour charger des `VerseDoc`.
- Je peux ajouter un script d'import depuis `assets/corpus/quran_ar.json` et `quran_fr.json` (format à définir: liste d'objets `{surah, ayah, textAr/textFr}`) et un bouton dans Réglages pour lancer l'import hors-ligne. Dites-moi si vous avez déjà les fichiers.

Souhaitez-vous que je:
- ajoute un bouton “Importer corpus hors-ligne” dans Réglages (avec progression) et un parseur JSON attendu,
- ou que je persiste aussi la préférence d'affichage par routine/lecteur (ex.: certaines routines en AR only, d'autres en both) ?

user
j'ai oublie de preciser que la source de contenu texte peut etre aussi a partir d'un texte, d'une image ou pdf qu'il faut utiliser ocr pour reconnaitre le texte puis il faut aussi etre capable de mettre les voyelle arabe sur le texte importer, c'est a dire donner l'option pour chaque tache a creer differents sources de contenu. il peut etre aussi un audio comme source d'entree ou on doit transcrire en texte pour la visualisation, avoir un outil editeur de correction pour le texte qui sera affiche, ainsi une fois valider le texte on puisse lire avec les outils que tu viens de developper

thinking
Considering schema updates

I'm thinking about adding a 'contentSource' field and bumping the schema version to 2, while also implementing migration. But that migration logic might be heavy, even though we could provide it during the upgrade process.

Alternatively, I could use Isar's ContentDoc to store metadata regarding the source and raw text, adding fields for source, raw, corrected, diacritized, and validated. I'll also need to update the UI to include an option to choose the source in the routine editor dialog.**Planning ContentEditorPage**

I’m planning to create a new screen called "ContentEditorPage" to manage the import and correction flow. This will include pages with tabs for French and Arabic, source options, pickers, and buttons for OCR, transcription, and diacritization, though those will initially be stubs.

I’ll also need to add new methods in the content service for updating content and setting validation status. It's important to modify the Isar schema without breaking existing compiled code, which means code generation will be necessary. Let's get started on that!**Structuring ContentEditorPage**

I’m thinking about keeping the existing body as the final text and deriving it from the corrected and diacritized versions. We’ll update the ContentService with several new methods for managing content, like setting sources and validating text.

Also, I plan to create an OCRService, a TranscriptionService, and a DiacritizerService. The new UI page, ContentEditorPage, will let users select the task ID and locale, showing options for manual text entry, image OCR, PDF OCR, and audio transcription, with stubs for file picking. Finally, I want to provide buttons for diacritization and validation.**Updating routing and UI**

I’m planning to update the router to direct users to the content editor using the route structure: /routines/:rid/task/:tid/content. This will help streamline navigation for editing content.

Additionally, I need to update the routine editor to include an 'Éditer contenu' option in the trailing menu. This addition should make it easier for users to access the content editor. Alright, let’s get started with the implementation in the code!

```
✏️ Applying patch to 1 file (+8 -1)
  └ /Users/mac/Documents/Projet_sprit/lib/core/persistence/isar_collections.dart (+8 -1)

✏️ Applying patch to 1 file (+17 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/ocr_service.dart (+17 -0)

✏️ Applying patch to 1 file (+11 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/transcription_service.dart (+11 -0)

✏️ Applying patch to 1 file (+12 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/diacritizer_service.dart (+12 -0)

✏️ Applying patch to 1 file (+76 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/content_service.dart (+76 -0)

✏️ Applying patch to 1 file (+168 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/features/content/content_editor_page.dart (+168
-0)

⚡ Ran command sed -n '1,200p' lib/app/router.dart
  └ import 'package:flutter/widgets.dart';
    import 'package:flutter_riverpod/flutter_riverpod.dart';
    import 'package:go_router/go_router.dart';
    ... +42 lines

✏️ Applying patch to 1 file (+6 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/app/router.dart (+6 -0)

✏️ Applying patch to 1 file (+13 -3)
  └ /Users/mac/Documents/Projet_sprit/lib/features/routines/routine_editor_page.dart (+13
-3)
```

codex
Excellente précision. J’ai intégré une architecture complète pour des sources de contenu multiples par tâche, avec OCR (image/PDF), transcription audio, correction/édition, diacritisation arabe, validation, puis lecture avec les outils existants.

Nouveautés Clés

- Sources de contenu par tâche
  - Types supportés: saisie manuelle, image OCR, PDF OCR, audio → texte, en plus de versets/sourate/mix.
  - Stockage enrichi par langue (FR/AR) dans Isar:
    - `source`: manual | image_ocr | pdf_ocr | audio_transcription | verses | surah | mixed
    - `rawBody`: résultat brut OCR/transcription
    - `correctedBody`: texte corrigé par l'utilisateur
    - `diacritizedBody` (AR): texte avec voyelles (tashkīl)
    - `validated`: booléen
    - `body`: texte final utilisé par le lecteur (diacritisée prioritaire, sinon corrigée, sinon brute)

- Éditeur de contenu (par tâche)
  - `lib/features/content/content_editor_page.dart`:
    - Onglets FR/AR, choix de source (chips), bouton “Importer/Reconnaître”.
    - Zones “Brut (OCR/Transcription)”, “Corrigé” et pour AR “Avec voyelles (tashkīl)”.
    - Bouton “Diacritiser (AR)” (stub) et “Valider” qui fige le texte final pour la lecture.
    - Branché à Isar via `ContentService`.
  - Accès: Depuis l'éditeur de routine (icône document sur chaque tâche) ou via route `task/:taskId/content`.

- Services d'ingestion et post-traitement
  - `OcrService` (stub): `recognizeImage`, `recognizePdf`.
  - `TranscriptionService` (stub): `transcribeAudio`.
  - `DiacritizerService` (stub): `diacritize` pour AR.
  - Remplaçables plus tard par implémentations réelles (MLKit OCR, Whisper/Vosk, serveur diacritisation, etc.).

- Contenu et corpus hors-ligne
  - Isar collections:
    - `ContentDoc` enrichi (source/raw/corrected/diacritized/validated/body).
    - `VerseDoc` (surah, ayah, textAr, textFr) pour un corpus Coran hors-ligne.
  - Services:
    - `QuranCorpusService`: import et requêtes de versets.
    - `ContentService`:
      - `setSource`, `updateRaw/Corrected/Diacritized`, `validateAndFinalize`.
      - Résolution automatique: si un “contenu” ressemble à des références (ex. “2:255; 2:1-5”), construit le texte à partir du corpus (`buildTextFromRefs`) en AR et FR.
    - Le lecteur utilise désormais `getBuiltTextsForTask` pour afficher AR/FR prêts.

- Lecteur et préférences d'affichage
  - Toggle d'affichage AR+FR / AR seul / FR seul (persisté dans `UserSettings`).
  - Mode Focus avec overlay (incluant menu d'affichage).
  - Le mode mains libres lit le FR “construit” et le surlignage suit mot à mot.

Fichiers principaux ajoutés/modifiés

- Modèles Isar: `lib/core/persistence/isar_collections.dart` (ContentDoc enrichi, VerseDoc)
- Services ingestion:
  - `lib/core/services/ocr_service.dart`, `transcription_service.dart`, `diacritizer_service.dart`
- Contenu/corpus:
  - `lib/core/services/content_service.dart` (upserts avancés, building depuis références)
  - `lib/core/services/quran_corpus_service.dart`
  - `lib/core/utils/refs.dart` (parseur de références)
- Éditeur contenu:
  - `lib/features/content/content_editor_page.dart`
  - Routing: `lib/app/router.dart` (route `task/:taskId/content`)
  - `lib/features/routines/routine_editor_page.dart` (icône “Éditer le contenu”)
- Préférences lecteur:
  - `lib/core/services/user_settings_service.dart` (persist display mode)
  - `lib/features/reader/reading_prefs.dart`, `lib/features/reader/reader_page.d

```
art`

**À installer/lancer**
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run

**Intégrations futures (recommandées)**
- OCR réel:
  - Flutter: `google_mlkit_text_recognition` (on-device) pour FR/AR, image/PDF (
rasteriser PDF en images).
- Transcription audio:
  - On-device: `vosk` ou `whisper.cpp` via plugin; sinon service cloud.
- Diacritisation AR:
  - Modèle local (quantisé) ou API; ex. farasa/camel_tools (Python, serveur loca
l) ou un modèle TFLite embarqué.
- Import de corpus:
  - Ajouter dans Réglages un bouton “Importer corpus hors-ligne” pour charger `V
erseDoc` depuis `assets/corpus/*.json`.
- Éditeur UX:
  - Sélection de fichiers (file_picker), capture caméra/micro, aperçu PDF, barre
 d’outils d’édition (rechercher/remplacer, normalisation AR).
  - Détecter langue et script automatiquement (pour orientation RTL).

Souhaitez-vous que je:
- ajoute un bouton “Importer corpus hors-ligne” dans Réglages avec parsing JSON
(structure `{surah, ayah, textAr, textFr}`), et la barre de progression,
- ou que je branche un OCR on-device (MLKit) et un import PDF de base (rasterisa
tion + OCR) comme POC local ?

user
oui continu

thinking
**Implementing file support**

I'm planning to enhance support for a combined single file and two separate file
s. First, I'll check if 'quran_combined.json' exists; if it does, I'll parse tha
t. If not, I'll fall back to 'quran_ar.json' and 'quran_fr.json'. I need to hand
le exceptions with try/catch since Flutter's rootBundle loadString can throw err
ors. I’ll also update the SettingsPage UI to add Import Corpus options and a cle
ar corpus feature. Additionally, I'll document JSON schema in the README. Time t
o implement the importer!

✏️ Applying patch to 1 file (+109 -0)
  └ /Users/mac/Documents/Projet_sprit/lib/core/services/corpus_importer.dart (+109 -0)

✏️ Applying patch to 1 file (+49 -9)
  └ /Users/mac/Documents/Projet_sprit/lib/features/settings/settings_page.dart (+49 -9)

⚡ Ran command sed -n '1,240p' README.md
  └ # Routines Spirituelles – Flutter

    Prototype initial (ossature) de l’application FR/AR avec routing, thème, modèles et
écrans clés.
    ... +31 lines

✏️ Applying patch to 1 file (+11 -0)
  └ /Users/mac/Documents/Projet_sprit/README.md (+11 -0)

codex
J’ai continué avec l’import hors-ligne du corpus et l’outillage multi-sources (O
CR, audio → texte, diacritisation AR) côté UI et services.

**Import Corpus Hors-Ligne**
- UI (Réglages)
  - `lib/features/settings/settings_page.dart`: bouton “Importer corpus Coran (h
ors-ligne)” + retour SnackBar, bouton “Tester 2:255”.
- Importer
```

  - `lib/core/services/corpus_importer.dart`: charge `assets/corpus/quran_combined.json` ou `quran_ar.json`/`quran_fr.json`, parse et insère en chunks dans Isar via `QuranCorpusService`.
  - Formats supportés:
    - Combiné: [{surah, ayah, textAr, textFr}]
    - Séparés: `quran_ar.json` et/ou `quran_fr.json` [{surah, ayah, text}]
- Corpus Isar
  - `lib/core/persistence/isar_collections.dart`: `VerseDoc` (surah, ayah, textAr, textFr).
  - `lib/core/services/quran_corpus_service.dart`: `getRange`, `importVerses`.
- Lecteur
  - `ContentService.getBuiltTextsForTask(taskId)`: si le “contenu” d’une tâche ressemble à des références, compose AR/FR via le corpus (sinon utilise le texte saisi/validé).

Multi-sources de contenu par tâche (OCR/Audio → texte/Diacritisation)
- Modèle Isar enrichi
  - `ContentDoc` étendu: `source`, `rawBody`, `correctedBody`, `diacritizedBody`, `validated`, `body` (final).
- Services
  - `lib/core/services/ocr_service.dart`: `OcrService` (stub image/PDF).
  - `lib/core/services/transcription_service.dart`: `TranscriptionService` (stub audio).
  - `lib/core/services/diacritizer_service.dart`: `DiacritizerService` (stub AR).
  - `lib/core/services/content_service.dart`: setSource/updateRaw/updateCorrected/updateDiacritized/validateAndFinalize; build text from references; upsert par `taskId+locale`.
- Éditeur de contenu (UI)
  - `lib/features/content/content_editor_page.dart`:
    - Tabs FR/AR, chips de source (Saisie/Image OCR/PDF OCR/Audio→Texte)
    - “Importer/Reconnaître” (stubs), zones Brut, Corrigé, Diacritisé (AR), bouton “Valider” pour finaliser.
  - Routing: `lib/app/router.dart` → `/task/:taskId/content`.
  - Éditeur de routine: `routine_editor_page.dart` ajoute l’icône document pour ouvrir l’éditeur.

Préférences d’affichage (persistées)
- `lib/core/services/user_settings_service.dart`: stocke “AR+FR/AR seul/FR seul” dans `UserSettings.fontPrefs`.
- `reader_page.dart`: charge la préférence au montage et persiste tout changement (AppBar + overlay du mode Focus).

Docs
- `README.md`: ajouté section “Corpus hors-ligne” (schémas JSON) et “OCR / Transcription / Diacritisation”.

Tester
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- Placez vos fichiers JSON dans `assets/corpus/` selon les formats décrits.
- flutter run → Réglages → Importer corpus → Tester 2:255
- Routines → éditeur de routine → icône document pour éditer/valider contenus FR/AR (OCR/Audio stubs), puis lire dans le Lecteur (mains libres, surlignage, focus).

Souhaitez-vous que j’ajoute:
- un bouton “Importer corpus” via sélection de fichier (file picker) en plus des assets,
- ou que je branche des implémentations réelles (MLKit OCR, Whisper/Vosk, diacritiseur) derrière les stubs existants avec un écran de permissions et gestion d’erreurs appropriée ?

user
tu as le libre arbitre fais moi ce qui est le meilleur

thinking
Implementing features

I need to focus on implementing features based on what the user mentioned about having free will to do the best. We're choosing between adding a file-picker for imports and integrating real OCR/whisper functionality. Since it's a code environment without running Flutter but allowing code additions, we have some limitations with package installations. I think we should prioritize creating a robust experience by adding a file picker for importing corpus JSON and setting up stubs for OCR recognition and transcription capabilities.**Implementing MLKit and PDF handling**

I’m working on implementing the MLKit OCR plugin since it varies for iOS and Android. For PDFs, they need rasterization, so I could use plugins like `pdfx`, `printing`, or `syncfusion_pdf` to render pages for OCR. It's okay if we add some placeholders and make it a bit heavy. I also need to handle permissions for camera, mic, and storage, and provide a guide in the README. Let's focus on enabling a file picker for importing corpus files and adjusting the content editor for better file selection and service calls.**Setting up OCR and transcription services**

I'm considering using `speech_to_text` to directly capture speech and produce text, though I might keep a basic stub for now. It seems better to define a scaffold for handling OCR, diacritization, and whisper functionality through a platform channel. My plan is to develop a LocalImporter UI that utilizes the file picker to select a file, determine its type, and call the appropriate services, like OcrService or TranscriptionService. For the OCR part, we can use MLKit for images. I need to update the pubspec to include relevant dependencies and set up the `MlkitOcrService` class accordingly.**Addressing OCR for Arabic and features**

I'm noticing that adding diacritization and OCR for Arabic complicates things since we might need Tesseract for that or an external library. For now, I could focus on implementing only Latin OCR and keep Arabic OCR as a stub, making a note of this in the README. For converting PDF to images, I can use `native_pdf_renderer` for rendering the first few pages. I'll also create a Content Editor feature that opens a file picker and runs the import pipeline automatically, along with a settings toggle for choosing the OCR engine and potential speech recognition.**Implementing file picker and OCR features**

I'm planning to implement a file picker. I'll add `file_picker: ^6.0.0` and integrate it into the content editor so that users can select files based on their extensions. For images like PNG or JPG, I’ll call OCR; for PDFs, I might use `native_pdf_renderer` to handle the first page. Audio files will call a transcription stub. I'll also create a `pickAndRecognize` function and enable importing from files for the corpus in the settings. I need to update dependencies and handle potential errors when using MLKit for OCR.

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codex
Super – j’ai poussé plus loin avec une expérience “pro” et prête à évoluer, en choisissant le meilleur compromis UX/tech.

Import Corpus et Contenu
- Import hors-ligne du Qur’ān
  - Réglages: ajoute “Importer corpus Coran (assets)” et “Importer corpus depuis un fichier”.
  - Formats JSON supportés:
    - Combiné: [{surah, ayah, textAr, textFr}]

    - Séparés: quran_ar.json / quran_fr.json avec [{surah, ayah, text}]
  - Fichiers:
    - `lib/core/services/corpus_importer.dart`: import depuis assets et fichiers; parse, insert par chunks via Isar.
    - `lib/core/persistence/isar_collections.dart`: ajoute `VerseDoc`.
    - `lib/core/services/quran_corpus_service.dart`: `getRange`/`importVerses`.
  - UI: `lib/features/settings/settings_page.dart`
    - “Importer” (assets) et “Choisir un fichier” (file picker), plus “Tester 2:255”.

- Multi-sources contenu par tâche (OCR/Audio→Texte/Diacritisation)
  - Modèle Isar enrichi `ContentDoc`: `source`, `rawBody`, `correctedBody`, `diacritizedBody`, `validated`, `body`.
  - Services:
    - `OcrService` + implémentation MLKit image/PDF (`ocr_mlkit.dart`) avec fallback stub.
    - `TranscriptionService` (stub audio).
    - `DiacritizerService` (stub AR).
    - `ContentService`:
      - `setSource/updateRaw/updateCorrected/updateDiacritized/validateAndFinalize`
      - Construction automatique depuis références de versets (`buildTextFromRefs`)
  - Éditeur de contenu:
    - `lib/features/content/content_editor_page.dart`
      - Tabs FR/AR, chips source (Saisie/Image OCR/PDF OCR/Audio→Texte).
      - Importer via file picker (images/pdf/audio), OCR MLKit si possible, fallback stub sinon.
      - Zones Brut, Corrigé, Diacritisé (AR) et bouton “Valider” qui fige le texte final.

Lecture & Préférences
- Affichage AR/FR persistant (UserSettings):
  - `lib/core/services/user_settings_service.dart`
  - `reader_page.dart` synchronise l’état et persiste les changements (AppBar + mode Focus overlay).
- Lecteur utilise `getBuiltTextsForTask` (contenu final ou refs → corpus) et surlignage FR basique; mode mains libres activé.

Dépendances ajoutées
- `file_picker` (sélection fichiers)
- `google_mlkit_text_recognition` (OCR image; PDF via rendu images)
- `native_pdf_renderer` (rendu PDF → PNG pour OCR)
- `assets/corpus/` prêt pour les JSON à importer

Notes techniques et limites
- MLKit ne supporte pas officiellement l’OCR arabe; le code OCR tente MLKit (latin) puis fallback stub. Pour l’AR OCR, privilégier Tesseract (via plugin natif) ou service externe; je peux brancher une option ultérieurement.
- La transcription audio est stub; je recommande Whisper (local) ou Vosk pour une solution offline, sinon un service cloud.
- La diacritisation AR est stub; on peut intégrer un modèle TFLite ou une API dédiée, avec cache local.
- PDF OCR: j’analyse jusqu’à 5 pages par défaut (configurable), pour limiter le temps; optimisable.

Comment tester
- flutter pub get
- dart run build_runner build --delete-conflicting-outputs
- flutter run
- Réglages → Importer corpus (assets/fichier) → Tester.
- Routines → éditeur → icône document pour ouvrir l’éditeur de contenu → importer via OCR/Audio, corriger, diacritiser (AR), valider → lire dans Lecteur (affichage AR/FR, focus, mains libres).

Prochaines améliorations (je peux les faire)
- Ajouter “Importer via appareil photo” et “Enregistrer audio” (capture live) avec gestion permissions.
- Option pipeline “OCR arabe” (Tesseract) configurable dans Réglages.
- Diacritiseur robuste (modèle ou API) + normalisation AR.

```
- Transcription audio réelle (Whisper/Vosk) et segmentation en phrases pour meil
leur surlignage.
- Import corpus avec barre de progression détaillée (nombre de versets, temps es
timé).
- Snapshots enrichis: index de mot/verset + préférence d’affichage.

Souhaitez-vous que je branche en priorité:
- la capture live (caméra + micro) et les permissions,
- ou un diacritiseur arabe plus fiable (via API ou modèle local avec cache) ?

user
fais les deux en fonction de priorite

thinking
**Considering platform-specific changes**

It seems we skipped the `flutter create` step, so while the code exists, we migh
t not need immediate platform-specific updates. I can add instructions for modif
ying Info.plist and AndroidManifest files in the README. We’ll implement service
 wrappers for capturing audio and video through buttons in the ContentEditorPage
, making sure to handle permissions. The offline ML for the diacritizer is compl
ex, so I think integrating an API stub might be a better option for now. We’ll a
lso need to add the permission_handler package.**Setting up permission and servi
ces**

I’m planning to implement a PermissionService to handle camera and microphone re
quests. I’ll update the ContentEditorPage to utilize the image_picker and a reco
rding plugin, so we need to add a few packages: image_picker, permission_handler
, and record.

I’ll also create a capture_service.dart to manage audio recording and transcript
ion stubs. The UI will get buttons for "Prendre photo" and "Enregistrer audio."
We’ll add toggles for starting and stopping the audio recording too. Lastly, I’l
l modify the UserSettingsService to manage the endpoint configuration for diacri
tization.**Implementing new services**

I'm going to start by adding the necessary packages: image_picker, permission_ha
ndler, and record. Then, I’ll implement a new permission_service.dart to handle
permission requests and checks. Next, I'll create capture_service.dart to manage
 audio and image capturing.

I’ll update ContentEditorPage with buttons for "Prendre photo" and "Enregistrer/
Arrêter enregistrement," integrating them with the capture service.

I'll also modify user_settings_service.dart to store the diacritizerMode and end
point using JSON. I'll add a new diacritizer_http.dart to implement the Diacriti
zerService, allowing the selection between stub and HTTP. Lastly, I’ll expand th
e Settings page to configure these new options and add documentation in the READ
ME related to permissions.

📋 Updated to do list [░░░░░░░░░░] 0/5
note
I’ll prioritize live capture (camera + mic) with permission handling, then add a
configurable diacritizer (local stub or HTTP API), and update Settings + README.
  ⎿ ☐ Add camera/mic capture with permissions
    ☐ Integrate recording and photo capture into content editor
    ☐ Add configurable diacritizer (stub/API) with settings
    ☐ Wire diacritizer provider and update editor UI
    ☐ Document required platform permissions

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codex
J'ai pris l'initiative de faire "le meilleur" sur les deux axes: capture live (c
améra + micro) avec permissions et un diacritiseur arabe configurable (local stu
b ou API HTTP), tout en gardant une UX fluide et évolutive.

**Capture Live + Permissions**
- Services
  - `PermissionService`: demande caméra, micro, stockage (permission_handler).
  - `CaptureService`: prise de photo (image_picker), enregistrement audio (recor
d), sélection de fichiers audio (file_picker).
  - `MlkitOcrService`: OCR image et PDF (PDF → rendu PNG via native_pdf_renderer
, puis OCR MLKit; fallback sur stub).
- UI (Éditeur de contenu)
  - `ContentEditorPage` ajoute:
    - "Prendre photo" via source "Image OCR" (capture → OCR → remplis Brut/Corri
gé).
    - "Importer PDF" via source "PDF OCR" (rendu + OCR, limite 5 pages pour perf
).
    - "Enregistrer audio" (démarrer/arrêter) ou "Choisir un fichier audio", puis
 transcription (stub) → Brut/Corrigé.
    - "Diacritiser (AR)" utilise un provider (stub/API selon Réglages), puis écr
it Diacritisée.
    - "Valider" fige le texte final (priorité: diacritisée > corrigée > brute).
- Routes/Accès
  - Depuis l'éditeur de routine (icône document), ouvre `task/:taskId/content`.

**Diacritiseur AR configurable**
- Services
  - `DiacritizerService`: interface commune.
  - `HttpDiacritizerService`: POST vers endpoint (configurable), attend `{text}`
 et renvoie `{text}`.
  - `diacritizerProvider`: choisit stub ou HTTP selon Réglages.
- Réglages
  - "Diacritiseur (AR)": mode (Local stub / API HTTP) + champ Endpoint (POST).
  - Persistance via `UserSettingsService` (stocké dans `UserSettings.fontPrefs`)
.

**Corpus hors-ligne (Qur'ān)**
- Import
  - Réglages: "Importer corpus Coran (assets)" et "Importer corpus depuis un fic
hier…".
  - Formats JSON:
    - Combiné: [{surah, ayah, textAr, textFr}]
    - Séparés: quran_ar.json / quran_fr.json [{surah, ayah, text}]
  - Import chunké dans Isar via `CorpusImporter` + `QuranCorpusService`.
  - Bouton "Tester 2:255" pour vérifier un verset.
- Résolution des références
  - `ContentService.getBuiltTextsForTask`: si contenu ressemble à "2:255; 2:1-5"
, compose les textes AR/FR à partir du corpus; sinon, utilise le texte validé.
```

```
**Lecteur amélioré**
- Affichage AR/FR (Both/AR seul/FR seul) persistant via `UserSettings`.
- Mode Focus (overlay avec contrôle affichage).
- Mains libres (TTS) + surlignage basique sur FR.

**Packages ajoutés**
- `file_picker`, `google_mlkit_text_recognition`, `native_pdf_renderer`, `image_
picker`, `permission_handler`, `record`.

**Permissions (à compléter sur plateforme)**
- Android: ajouter CAMERA, RECORD_AUDIO, READ_EXTERNAL_STORAGE dans `AndroidMani
fest.xml`.
- iOS: ajouter `NSCameraUsageDescription`, `NSMicrophoneUsageDescription`, `NSPh
otoLibraryUsageDescription` dans `Info.plist`.
- README mis à jour avec consignes.

**Prochaines priorités (proposées)**
- Caméra/micro live “in-app”: boutons dédiés (avec UI de capture) + gestion des
cycles (indicateurs d’enregistrement, durées).
- OCR arabe: intégrer Tesseract (plugin natif) pour meilleure qualité AR; fallba
ck MLKit latin.
- Transcription réelle: Whisper (on-device) ou Vosk pour offline; segmentation e
n phrases pour surlignage aligné.
- Diacritiseur robuste: API ou modèle local (TFLite) + cache des résultats.
- UX Éditeur: correction assistée (find/replace, normalisation AR), détection au
tomatique FR/AR, preview PDF.

Souhaitez-vous que je:
- ajoute la capture caméra/micro “live” directement dans l’éditeur (UI d’enregis
trement avec minuterie et contrôle pause),
- ou que je priorise l’OCR arabe via Tesseract et une première intégration Whisp
er pour la transcription (avec options dans Réglages) ?

user
fais les deux en fonction de priorite

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🖐 You've hit your usage limit. Limits reset every 5h and every week.

/status
📂 Workspace
  • Path: ~/Documents/Projet_sprit
  • Approval Mode: on-request
  • Sandbox: workspace-write

👤 Account
  • Signed in with ChatGPT
  • Login: abdelnassir3@gmail.com
  • Plan: Team

🧠 Model
  • Name: gpt-5
  • Provider: OpenAI
  • Reasoning Effort: Medium
  • Reasoning Summaries: Auto

📊 Token Usage
  • Input: 1682248 (+ 8009856 cached)
  • Output: 99389
  • Total: 1781637

▌ Ask Codex to do anything
```

```
⏎ send   Ctrl+J newline   Ctrl+C quit   0 tokens used   43% context left
```