USER MANUAL

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--Section 1.2: About Braille

Braille is a form of written language for blind people, in which characters are represented

by patterns of raised dots that are felt with the fingertips.

Braille symbols are formed within units of space known as braille cells. A full braille cell

consists of six raised dots arranged in two parallel rows each having three dots. The \det

positions are identified by numbers from one through six. Sixty-four combinations are possible using one or more of these six dots. A single cell can be used to represent an

alphabet letter, number, punctuation mark, or even a whole word

--Section 1.3: What is Authoring App?

The authoring <u>app</u> is a tool for visually impaired/capable users to teach braille to students. This is done by the teacher creating teaching scenarios for the student in which they could create the flow of each scenario as well as edit/load them at anytime.

Many other options for the student as well as the teacher can be found in more detail in

the following sections.

--Section 2.1: Options for those who are visually impaired

In the lower right corner of the main menu there is an option for visually impaired users,

this will do (YET TO BE IMPLEMENTED). Another recommended option for those who are visually

impaired is to download and use a screen reader. Our \underline{app} is fully functional with most popular

screen readers. Our recommended screen reader to use is NVDA. We have tested the $\underline{\mathsf{app}}$ using this

screen reader for every version.

--Section 2.2: Reading Speed

The reading speed feature is placed in the main menu to set the default reading speed for a newly

created scenario. More on this later as it is not implemented yet.

--Section 2.3-5.1

Pointless to write on these sections as they have not been implemented yet, will build on the user

manual and table of contents as time goes on.