# 3. Specific Requirements

This portion of the document will detail all eleven use case reports, including features of the mobile application pages, screenshots, and actors.

3.1 Use-Case Reports

Diagram

Description automatically generated

*Figure 3.1: UML Diagram*

### 3.1.1 Use Case Name: Record speech

**Summary:** An option to record the speech of the user.

**Preconditions:**

* + The user has opened the mobile application.
  + The application has access to the microphone within the mobile phone.
  + The user is close to the phone or the connected microphone.

**Triggers:** The actor will click the mic icon to start recording**.**

**Basic course of events (Scenario):** The user of the app selects to record the speech, stop, and pause the recording.

**Internal Precondition:** The application has been started, and the access to the microphone has been provided.

|  |  |  |
| --- | --- | --- |
| Actor | System | Screen |
| 1. The actor opens the Mnemosyne application in the cell phone and stays close to the phone or the connected microphone. |  |  |
|  | 2. System displays the application main page with the microphone icon and a read only text area. | A picture containing text, electronics, monitor, screenshot  Description automatically generated |
| 3. The actor clicks the microphone icon to activate recording of the speech and starts speaking or a normal conversation. |  |  |
|  | 4. System starts converting the speech to text and display in the text area above the buttons. System should also display three other buttons; pause, stop, and cancel. | A close-up of a cell phone  Description automatically generated with medium confidence |
| 5. The user clicks the pause button. |  |  |
|  | 6. The speech to text conversion is paused and none of the speech is converted to text. The application displays a resume button and a cancel button. | A picture containing text, monitor, electronics, phone  Description automatically generated |
| 7. User clicks Resume button. |  |  |
|  | 8. System displays the previous page with pause, stop and cancel button. The speech to text conversion is resumed. |  |
| 9. User clicks Cancel button. |  |  |
|  | 10. System cancels all the speech to text conversion and saves nothing. |  |

**Alternate Path:**

A. Stop button is clicked while the speech to text conversion is in progress.

Internal Preconditions: None

|  |  |  |
| --- | --- | --- |
| 5. The user clicks the stop button. |  |  |
|  | 6. The speech to text conversion is stopped and saved in the local memory of the phone and displays the first screen again with the microphone. |  |

Internal Post Conditions: None

**Alternate Path:**

B. Cancel button is clicked while the speech to text conversion is in progress.

Internal Preconditions: None

|  |  |  |
| --- | --- | --- |
| 5. The user clicks the cancel button. |  |  |
|  | 6. System cancels all the speech to text conversion and saves nothing. |  |

Internal Post Conditions: None

### 3.1.2 Use Case Name: Record speech of the user only

**Summary:** Application records the speech of the user only, ignoring the other users involved in a conversation.

**Preconditions:**

* + The user has opened the mobile application.
  + The application has been trained with the user’s voice.
  + The user is close to the phone or the connected microphone.

**Triggers:** The actor will click the mic icon to start recording**.**

**Basic course of events (Scenario):** The user of the app selects to record the speech during a conversation.

**Internal Precondition:** The application has been started, and a conversation is in progress involving multiple people.

|  |  |  |
| --- | --- | --- |
| Actor | System | Screen |
| 1. The actor opens the Mnemosyne application in the cell phone, starts a conversation, and clicks the microphone icon to activate recording. |  |  |
|  | 2. System recognizes the voice of the user and converts the user’s speech only to text. |  |
|  | 3. System saves the text periodically in folders by date and time. |  |