Name: Accessibility

<Files\\DEV- 12> - § 2 references coded [7.33% Coverage]

Reference 1 - 4.32% Coverage

¶57: Then, about mental and physical disabilities of the users. For example, there is no support for blind people in this type of mobile app, they cannot see anything. This two are the main issues that we faced while developing the mentioned application initially.
¶58:
¶59: To address this issue, what did is that we implemented our text to speech system that for the users that are unable to see the application input fields. Actually, there is a system that a reader read out loud the current screen they're in and form.

Reference 2 - 3.01% Coverage

¶64: There was another problem that he faced is about the language. As the native language of this country is Bangla and the application we develop is in English. What we do is implemented a multilingual support system. So, if the user wants he can change the default language to Bengali. In that way, they can use their application like more easily or properly.

<Files\\DEV-1> - § 2 references coded [3.38% Coverage]

Reference 1 - 2.20% Coverage

¶73: It is basically a standalone project to fill the user assistance needs, it means users can stay his home or office or any other place; and if user give command to this app, for example let say our app name is ABC. Then user give voice command hey ABC, what is todays' weather, or hey ABC, take a note of my medicine etc. Then, our app recognizes the voice of its user (owner) and takes notes as well as corresponding actions of whatever you want from ABC.

Reference 2 - 1.18% Coverage

¶115: The most challenging one is to make it more accessible e.g., be hands free and supporting prototype that will run in the background 24/7, anytime you command, hey ABC, our app should have responded to you, To guarantee these are most challenging

<Files\\DEV-5> - § 1 reference coded [1.89% Coverage]

Reference 1 - 1.89% Coverage

¶70: For example if the user is not capable seeing the thing, and then you should you should develop some app to fill her/his needs, which is I mean, what he can he can use it with his finger or something with touch activity, because user can see and in that case, the development and design should be changed.

<Files\\DEV-6> - § 1 reference coded [3.22% Coverage]

Reference 1 - 3.22% Coverage

¶54: Then, another important part is health information, since it can't be wrong and unreliable. Generally, the app language was English, but not especially in our culture in our country, some user have difficulties to use that app as they don't understand English. Thus, we have to give multilingual support thereafter, but it was pretty tuff then and serious concern for many users.