

ECE 435



Midterm Project

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For this project I set out to do many ambitious things, however I underestimated the amount of effort it would take to implement many of my ideas within the allotted time along with other class' midterm projects. I first set out to create a language app that would recognize your voice and that you could add any word you wanted to your vocab list and it would find the definition for you. However, I did not realize how difficult it is make speech recognition work for foreign languages especially since their aren't many good tutorials in English. I also wanted to use the kanjiapi so that the user could input words they had found on their own and the program would add it to their vocab list along with the defintion. However, that api along with the EDICT and KANJIDIC data bases use exclusively hiragana and kanji (japanese characters) search parameters without any romaji(japanese words spelled out in english characters) support. I made an attempt to create a class to turn romaji to hiragana to enable the kanjiapi to work correctly, but I wasn't successful. Spending so much time on these two features and falling short my final product seems lackluster in comparison to what I set out to do.

What I have accomplished is an application with a two tabbed homepage. The main activity has two fragments connected to two tabs that can be switched between. One tab is the list of lessons that can be pushed to take you into a lesson. The second tab is a vocabulary list that I manually setup with vocabulary from the lessons. Each fragment is scroll able to support as many lessons or vocab words as needed. Each lesson takes the user to a new activity. Within these activities there are text lessons and back and next buttons. Going back past the first part of a lesson returns you to the main activity as well as going past the last part of the lesson. Each lesson is comprised of 4 new vocab words made with ViewText. Each ViewText is set to invisible until it is needed and set back to invisible when unneeded. The last part of each lesson is a small quiz where the user is presented with either a word in romaji or japanese text where they have to enter the answer into a text field and hit an enter button. If the answer is correct the program will tell the user CORRECT and if it is wrong INCORRECT will pop up. The vocabulary tab doesn't have much functionality

in it's current state but it does have a scroll able list of all the vocab that was presented in each of the lessons.

I am disappointed with what I couldn't accomplish in this project, but now that I have a solid foundation I am confident that if I had more time to work on my unimplemented features I could accomplish them. For the final project I would love to continue working this project and adapt it into an Computer based app.







