



10/22/2018

NameSayer User Manual

Ernest Wong and Harman Lamba



SOFTENG 206

EWON746 (178687569), HLAM132 (759298879)

Contents

INTRODUCTION. WHAT IS NAMESAYER?	2
SECTION 1. WHAT YOU SEE ON START-UP: GETTING ACQUAINTED WITH SOME OF THE COMPONENTS AND TERMINOLOGIES	2
SECTION 2. HOW TO SEARCH FOR A NAME IN THE APPLICATION	5
VISUALISE THE WHOLE DATABASE.....	5
MANUALLY TYPE IN THE NAMES IN THE TAGINPUT	8
UPLOAD A TEXT FILE WITH THE DESIRED NAMES	10
SECTION 3. HOW TO PLAY A RECORDING	13
PLAYING SINGLE NAMES/FULL NAMES WHICH WERE INPUTTED	13
PLAYING FULL NAMES BY BROWSING THE DATABASE	14
SECTION 4. HOW TO MAKE AN ATTEMPT/PRACTISE A NAME: USING THE RECORDING TOOL.....	16
RECORDING TOOL	17
SECTION 5. CLEARING AND SHUFFLING TOOL.....	20
CLEARING TOOL.....	20
SHUFFLING TOOL	21
SECTION 6. PRACTISE TOOL.....	22
USING THE PRACTISE TOOL	22
SECTION 7. DATABASE MANAGEMENT	30
APPENDING THE DATABASE	30
REPLACING THE DATABASE	31
ADDING TO THE PRE-PACKAGED DATABASE.....	32
SECTION 8. SHORTCUT KEYS	32
SECTION 9. SPECIAL FEATURES	33
STREAKS	33
PRACTISE TOOL CHANGE USER RECORDING DURING LOOPING	33
RESIZE ABILITY	34
DIRECTLY WATCH DIRECTORIES	34
FIVE STAR QUALITY RATING SYSTEM/CHANGES TO THE FILE APPEAR IN THE APPLICATION DURING RUNTIME	34
USABILITY HEURISTICS.....	34
SECTION 10. SPECIAL THANKS AND LICENSES	35

Introduction. What is NameSayer?

In today's multi-cultural world, people are often coming in contact with names that they are uncertain on how to pronounce and are having to put up with people saying their names incorrectly. This application creates a platform that provides its users with a useful and intuitive tool to practice unfamiliar names. This application's target user is a university student that wants to practise the names of their class mates. The application already comes pre-packaged with a database of names, in addition to that NameSayer allows for the user to append/replace the database with their own database if they wish so, allowing for a more comprehensive and exhaustive practise tools.

Section 1. What you see on start-up: Getting acquainted with some of the components and terminologies

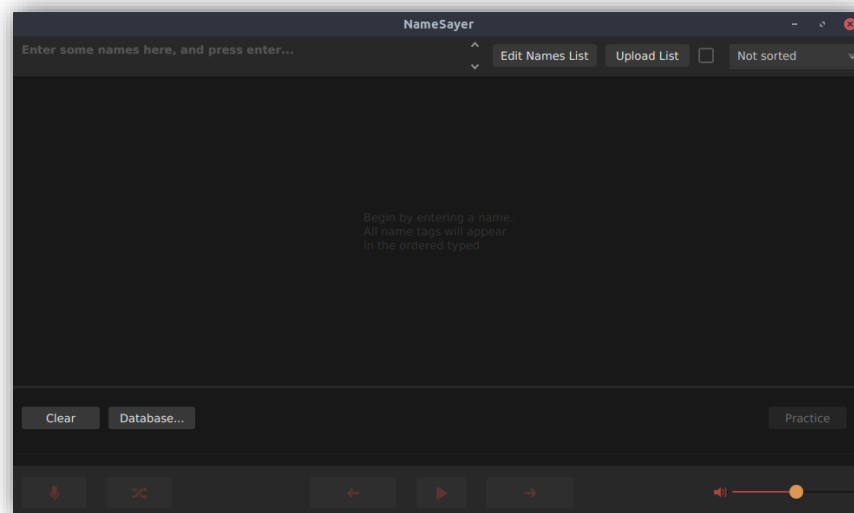


Figure 1.0. NameSayer after startup.

When you first launch NameSayer you will be presented with a screen that looks like Figure 1.0. This is completely normal, and one should not be alarmed that the buttons are disabled. In this manual from now on, when we say the button is disabled we mean that is it not clickable and looks like Figure 1.1.

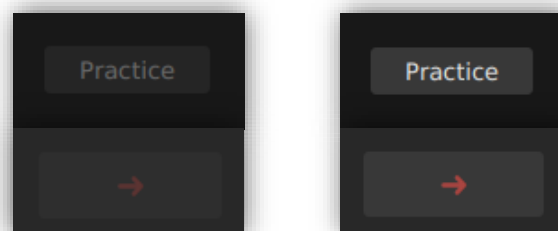


Figure 1.1. How buttons look when disabled (left) and enabled (right).

Now please refer to Figure 1.2, where we have highlighted the crucial components and the terminologies that are going to be used throughout the manual.

The applications structure has been divided into 4 layers as seen by Figure 1.2, the upper layer which will be referred to the *Name Input Layer*, the second layer which will be referred to as the *CreationsListView*, the third layer which will be referred to as the *Button Bar Layer*, and the bottom layer referred to as the *Media Bar Layer*.

Each layer in the application has its intended purpose:

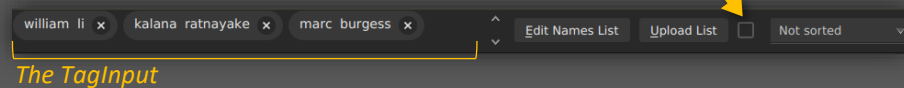
- The *Name Input Layer*: is used by the user to input names they wish to practise either by manually typing the names in to the *TagInput* or uploading a text file (mentioned further on in the manual in Section 2). Additionally, in the same layer the users can filter out the results.
- The *CreationsListView*: shows the names the user has inputted. Names are selected here to play back and practise with.
- The *Button Bar Layer*: gives the users a few functionalities from which they can choose, such as clearing the selections, changing the database, or entering the dedicated practise tool.
- Lastly, the *Media Bar Layer*: is where the recordings can be made on-the-fly without entering the dedicated practise tool, and where the main media controls are located such as the play button, previous button, next button, and the volume slider.

FOUR LAYERS OF NAMESAYER

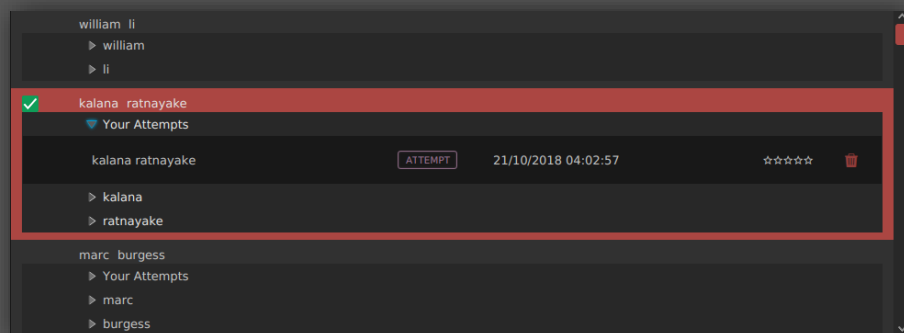


1 Name Input Layer

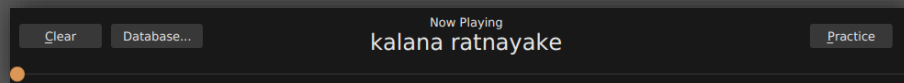
Checkbox to view database



2 The CreationsListView



3 Button Bar Layer



4 Media Bar Layer



Figure 1.2. The four layers of the NameSayer app.

Section 2. How to search for a name in the application

To increase the ease of use, NameSayer allows three different ways to search for the names you wish to practise. Each of these ways are mentioned below with their respective instructions.

Visualise the Whole Database

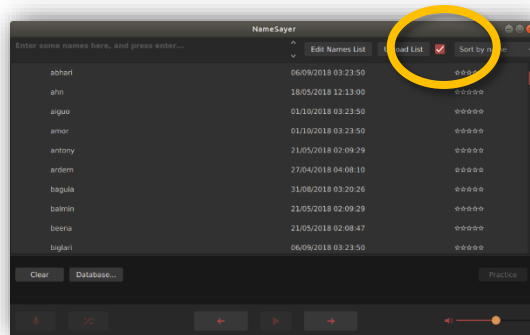


Figure 2.0. Toggle this checkbox to view the whole database.

This option allows the user to see the whole database of names in addition to the user attempts that have been practised for the corresponding recording. To enable the view of the whole database, you must check the checkbox located on the top right corner, as indicated by Figure 2.0, once the white check appears surrounded by the red background that means that you have enabled the mode. In addition to that the *CreationsListView* should now be populated.

Individual Cells and Icon Representations

Once you are in the database view, you will notice that some cells have a grey horizontal arrow and some cells do not. An example of a cell with a horizontal arrow is presented in Figure 2.1.

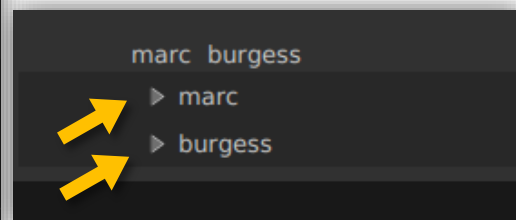
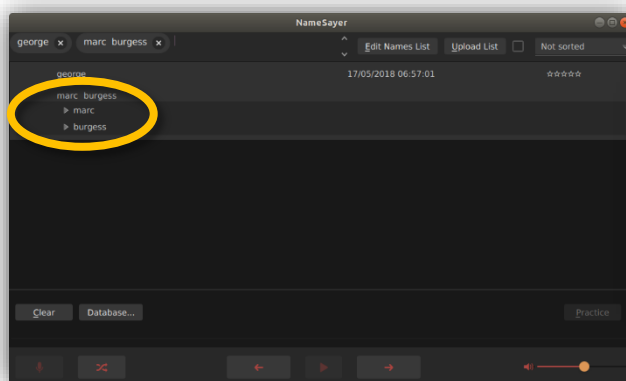


Figure 2.1. Rows with arrow heads – “Marc Burgess” is made of “Marc” and “Burgess”.

This arrow indicates the following:

1. There are more than one database recordings for this name
2. There have been user attempts for this recording
3. The name is a full name, and is made up of several single names

To expand the contents of the cell, simply click on the arrow head and you should be able to see the contents of the cell. Figure 2.2 shows this, and note that it has an arrow head because the name has more than one database recordings and there is a user attempt.

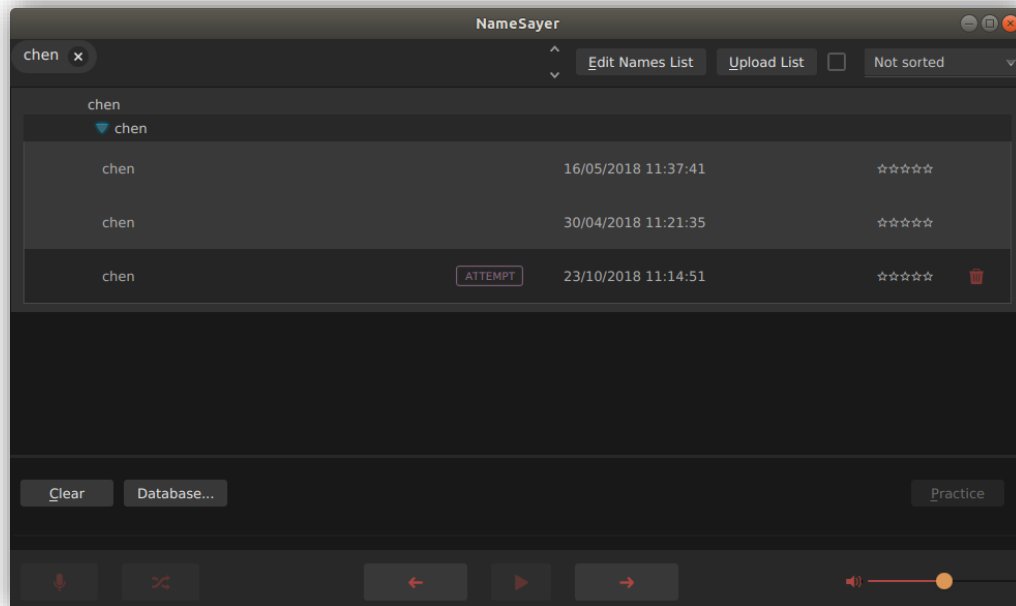


Figure 2.2 “Chen” has an arrowhead – There are two database versions and one user attempt for “Chen”.

Each cell either represents a database recording or a user attempt. There are a few ways to distinguish these from one another, these are as follows:

1. User Attempts will always be inside a cell such that the horizontal arrow head will be present, please refer to Figure 2.3 for a visual representation
2. User Attempts will have the purple accent in the cell saying “ATTEMPT”, please refer to Figure 2.3 for a visual representation.

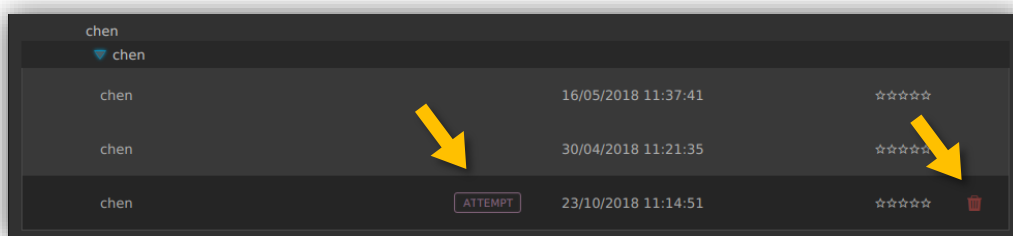


Figure 2.3 Your attempts will be shown with a purple badge, a trash can, and a darker background.

3. User attempts can be deleted; thus they have a trash can on the most right that is red if the cell is not selected, and white if the cell is selected. Please refer to Figure 2.4 for a visual representation.

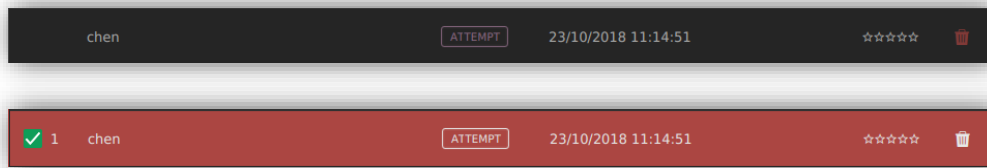


Figure 2.4 How your attempt looks when unselected (top) and selected (bottom).

4. User attempts for the entire full name will be located under another horizontal arrow head under the label “Your Attempts”, please refer to Figure 2.5 which will then expand the list and show the user all the user attempts associated with that full name.

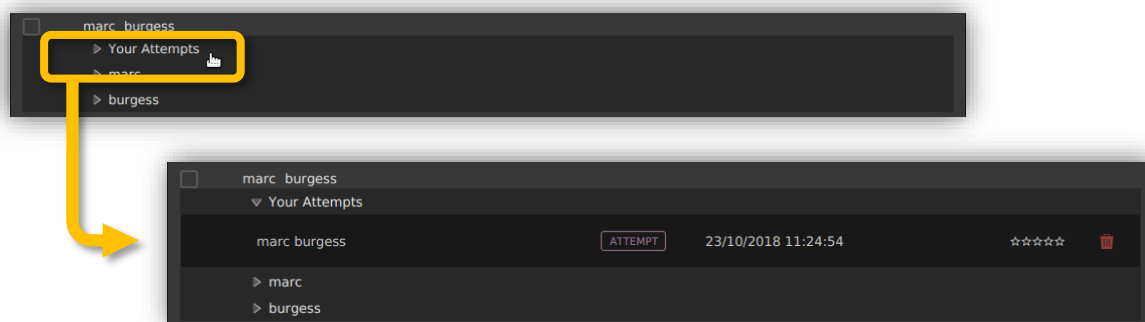


Figure 2.4 Click on “Your Attempts” to view the attempts for “marc burgess” as a whole.

5. User Attempts cells are shaded in darker, please refer to Figure 2.3 for a visual representation

The icons in the cells have certain significances which are as follows, it is important to note that both user attempts and database recordings do not have the same icons, thus this part of the manual specifies the different types of icons and their meanings.

What You See for Each Recording

Figure 2.6 shows the information displayed for each recording.

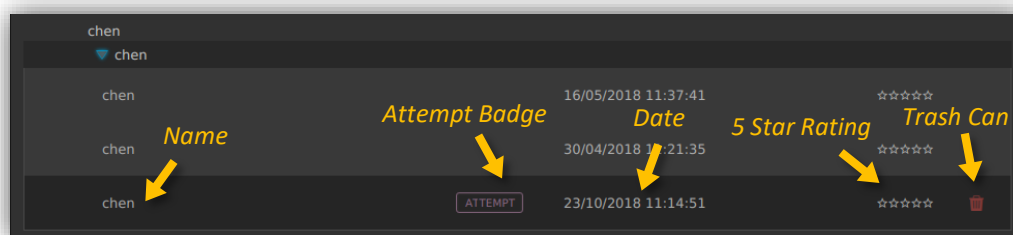


Figure 2.6 Details of a recording for a name.

- Name – Name associated with the recording.
- Pink “ATTEMPT” badge – Signifies that the recording is a user recording (only shown on user recordings).
- Date – Identifies when the recording was created.
- 5 Star Rating – Signifies a quality rating where 1 is the worst and 5 being the best. Both user attempts and database recordings have a rating associated with them.
- Trash Can – Only appears for user attempts and allows for the user to delete an attempt.

Note

If the stars are not filled in that means that no rating has been associated with the recording yet.

Manually Type in the names in the TagInput

NameSayer allows for the user to directly type in names they want to practise in the application. There are two ways in which the user can input the names they wish to practise. The two methods are outlined below:

1. Using the *TagInput* directly
 - a. Enter the name you wish to practise in a single tag such that the single tag represents the name. For example, if you wish to practise the name “Jacinda Ardern” that would go together and the user would then press enter for it to pop up in the *CreationsListView*, as shown in Figure 2.7.

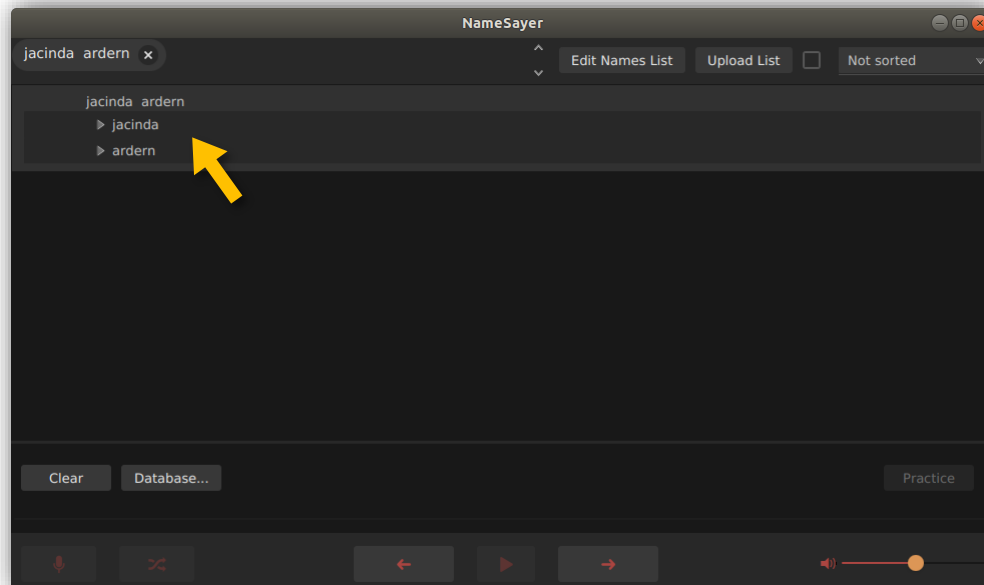


Figure 2.7. After typing “Jacinda Ardern”, pressing enter adds the name “Jacinda Ardern” to the list.

- b. The *TagInput* has an auto-complete feature that allows the user to see the names starting with what they have typed, this is depicted in Figure 2.8.

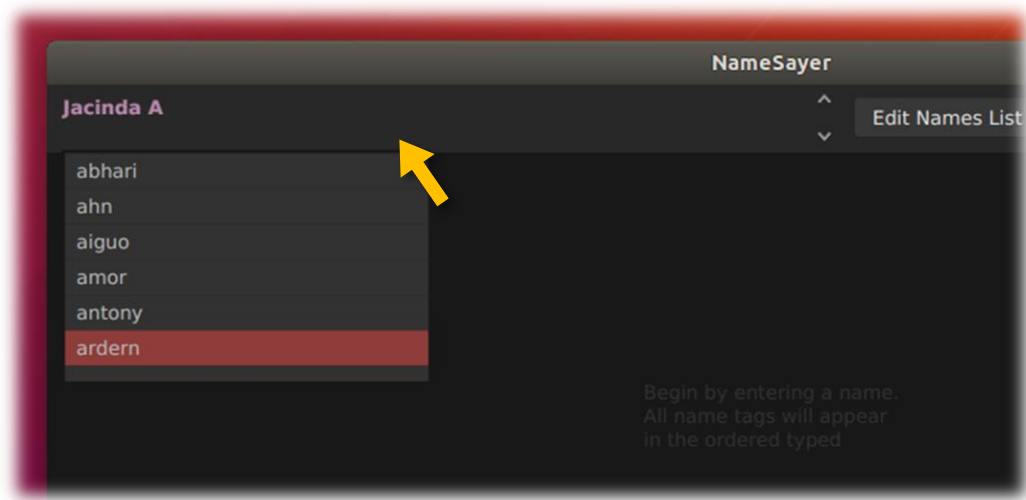


Figure 2.8. Type here, and NameSayer gives you suggestions.

Note

While the suggestions are shown, hitting enter will auto-complete your text with the selected suggestion, and add the name to the *CreationsListView*.

- c. The user can input as many names as they wish, but they soon may realise that once the tags reach the end, they overflow to the next line and they are able to scroll to view all the tags.
2. Using the “Enlarged TagInput” feature
 - a. Simply click on the “Edit Names List” button and this will pop up a new window in which the user can visualize the tags in a larger area. This is shown in Figure 2.9.

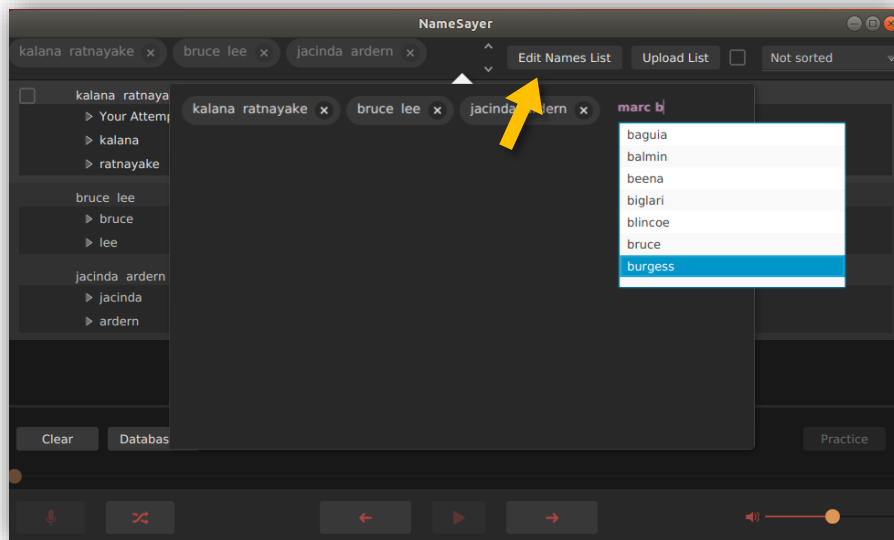


Figure 2.9. Clicking the “Edit Names List” button gives you more space to add additional names.

Note

The *TagInput* and the Enlarged TagInput are connected to one another, thus changes in one will affect the other accordingly.

- b. To insert tags simply type them in just as using the *TagInput* bar directly.
- c. To delete a tag, simply hit “Backspace” on your keyboard, or use your mouse and click on the cross which is on the right side of the Tag, as shown in Figure 2.10.

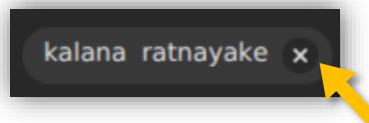


Figure 2.10. Clicking the cross deletes the tag “Kalana Ratnayake”.

Upload a Text File with the Desired Names

To upload a text file with the desired names simply click on the “Upload List” button located in the top right corner which has been highlighted in Figure 2.11 This will then prompt a File Choosing window which will allow the user to navigate to their directory containing the file.

Note

NameSayer only supports .txt files for uploading and in the specified format which is mentioned below.

Figure 2.12. A text editor with mynames.txt opened.

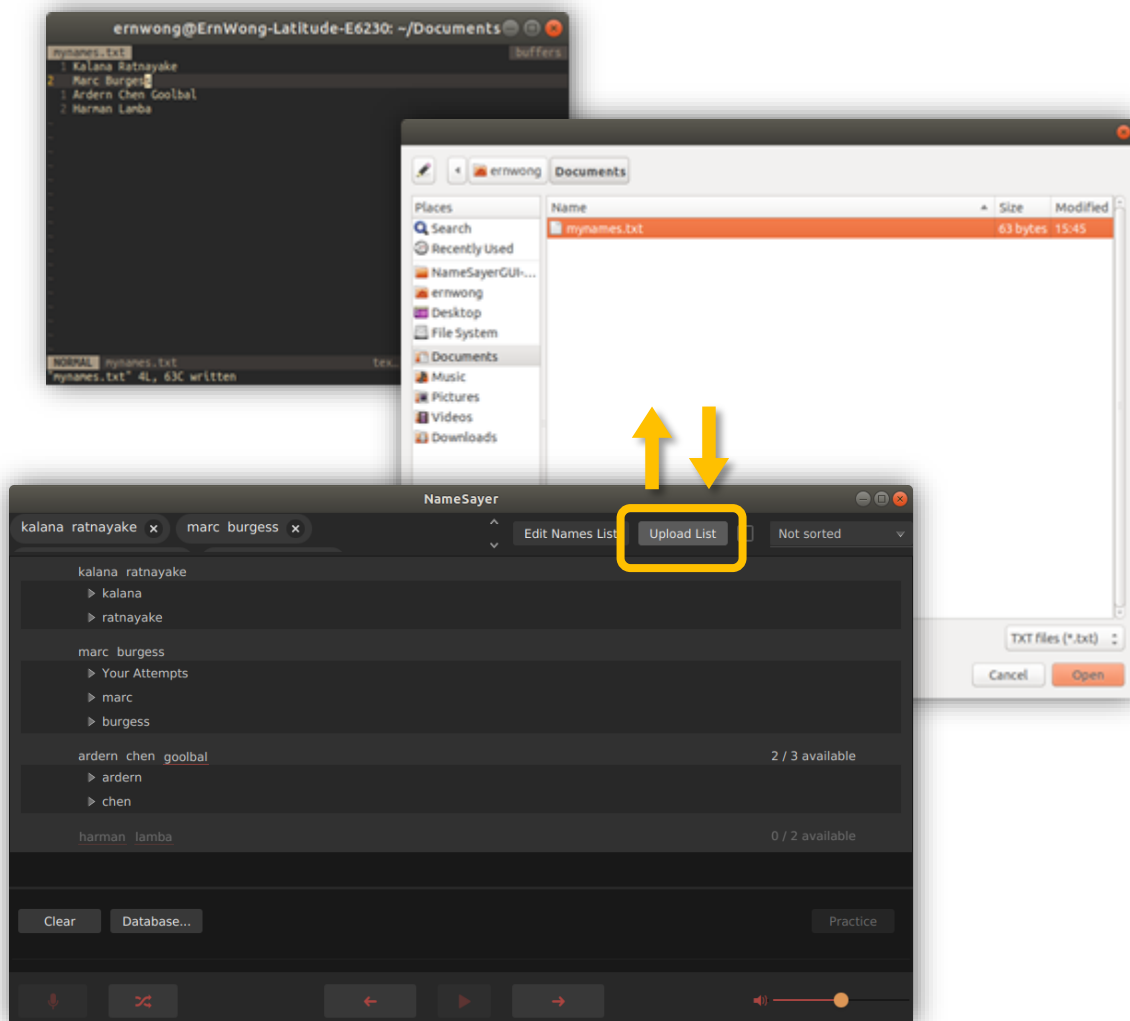


Figure 2.11. The “Upload List” button opens the file dialog box shown. After reading the file, the names list get populated like it’s shown here.

Format for the text file:

- Each row in the file represents a name, thus ‘full names’ are separated by a new line
- Parts of the name are separated by a space such as, “Kalana Ratnayake” or “Marc Burgess”
- Hyphens in names are treated as spaces when they are imported by NameSayer thus they do not show up in the *TagInput*

A sample text is shown in a text editor in Figure 2.12.

Once the file has been chosen, and the user has pressed “Ok” NameSayer will then upload the names into *TagInput*. At this point the names will be presented, and some parts of the names might have a red underline, this signifies that, that specific part of the name is not present in the database, if the whole name is not present then the whole tag has a red underline present, this is visually depicted in Figure 2.13 Additionally, NameSayer also populates the *CreationsListView* with the names. If the whole name does

not exist the cell has been disabled, but it is still shown in the *CreationsListView* to indicate the lack of the names in the database, thus the *TagInput* entirely reflects what the user sees, as also shown in Figure 2.13. Moreover, if some parts of the names are present such as if we had the name “Arder Chen Goolbal”, and only “Arder” and “Chen” were present in the database they would not be underlined in red in the *TagInput* or the *CreationsListView*. Since those two names are present the cell is not disabled, and allows the user to hear that name back, though it is important to note that it notifies the user about the names that were found on the right side of the cell, i.e. (2/3 available), this is once again visually depicted in Figure 2.13. The label which indicates the available recordings will only show up if at least one recording is not present, i.e. if all the recordings are present the cell would not be disabled and will not have the available recordings label on the right.

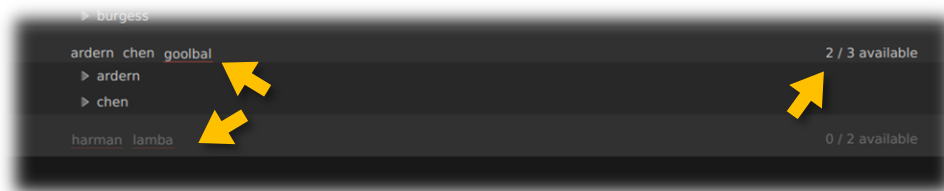


Figure 2.13. “Goolbal” is not in the database, so it’s underlined red. “Harman Lamba” is not available, and so it’s disabled.

Note

The label which indicates the available recordings will only show up if at least one recording is not present, i.e. if all the recordings are present the cell would not be disabled and will not have the available recordings label on the right.

Section 3. How to play a recording

Playing Single Names/Full names which were inputted

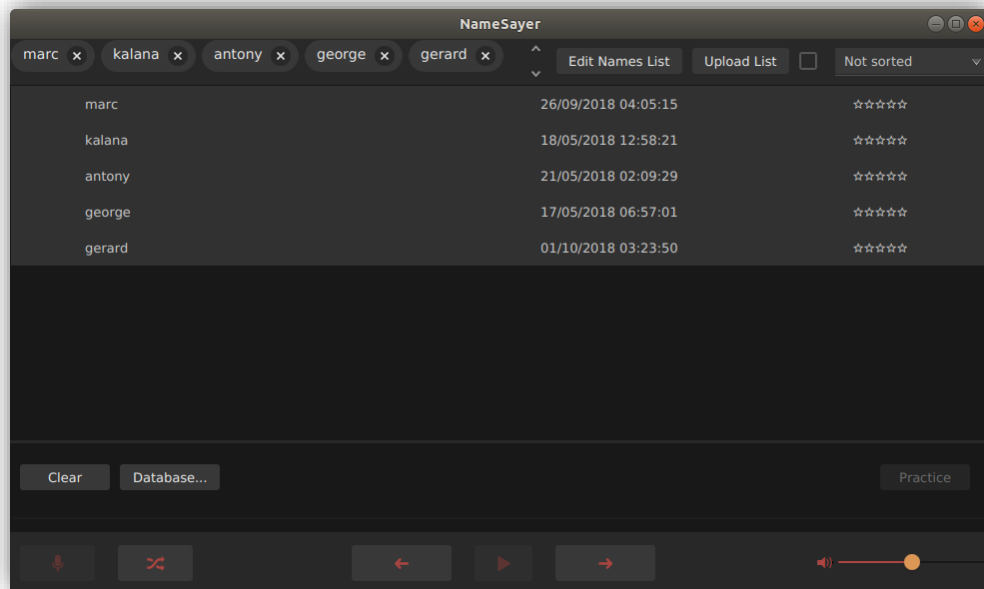


Figure 3.0. CreationsListView populated with single names.

Once you have some recordings in the *CreationsListView* by inputting the names into the *TagInput*, (Please refer to 'How to search for a name in the database' for more information). NameSayer at this point should look something like Figure 3.0, where you have a list of single names present. To play any one of those do the following:

1. Click on the recording you wish to play this can be done in two ways which are as follows:
 - a. Click on the cell which contains the recording and the cell should now have a red accent indicating that it has been selected. Please refer to Figure 3.1 for a visual description.

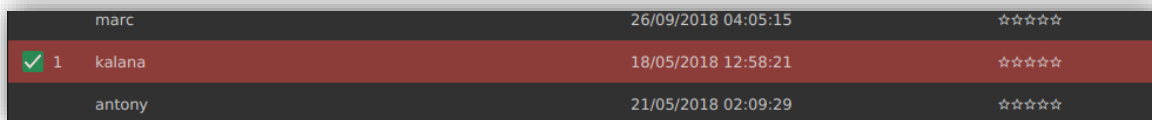


Figure 3.1. "Kalana" is selected.

- b. Click on the checkbox next to cell name, this is also depicted in Figure 3.1. Note that a number next to the checkbox will not appear for full names, as depicted in Figure 3.2. The checkbox number is explained in more detail in the next section and is used to concatenate recordings. Similarly, the cell should now have the red accent colour indicating that the cell has been selected.

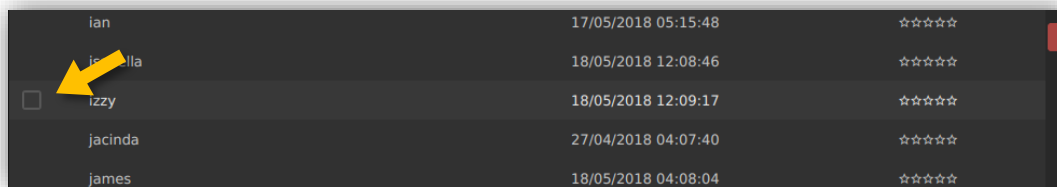


Figure 3.2. A checkbox appears when you hover over a row.

2. Click on the play icon in the *Media Bar*, and the recording will start playing. The playback slider will start moving, as shown in Figure 3.3.

Tip

You may also choose to use the shortcut key, “ALT + p”, to play the name.

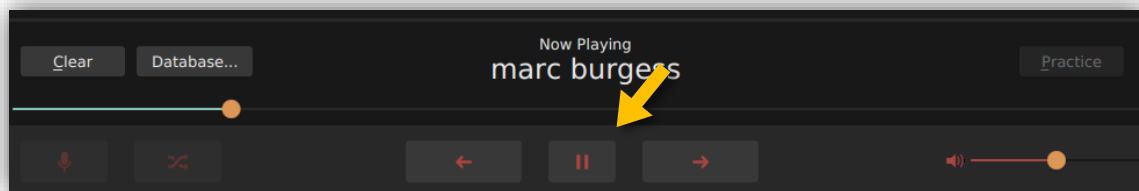


Figure 3.3. While playing “Marc Burgess”, you can pause the audio using this button.

3. The play button changes to a pause button when the name is playing. To pause the recording, click on the pause button, as shown in Figure 3.3.

Tip

You may also choose to use the shortcut key, “ALT + p”, to pause the playback.

Playing Full Names by browsing the database

Similarly, once you have some recordings in the *CreationsListView*, NameSayer allows the user to concatenate recordings from the database view if they do not wish to fully type the full name as a Tag, and wish to concatenate the names from the database by browsing the database they can do this by following these steps:

1. Ensure that the database view mode is on, this can be confirmed by the checkbox in the top right corner having a white tick, and a red background.
2. Each cell/recording has a checkbox associated with it which is located on the left-hand side of the cell, depicted in Figure 3.2.
3. Check the names in the order you wish to concatenate them, as shown in Figure 3.4. For example, “Izzy Hywel James” would be checked in the following order Izzy(1) Hywel(2) James(3). The number next to the checkbox indicates which position that specific recording is in the whole concatenation. This can also be double checked in the *Button Bar* below the “now playing” label, also depicted in Figure 3.4 which shows the order in which the names are being concatenated.

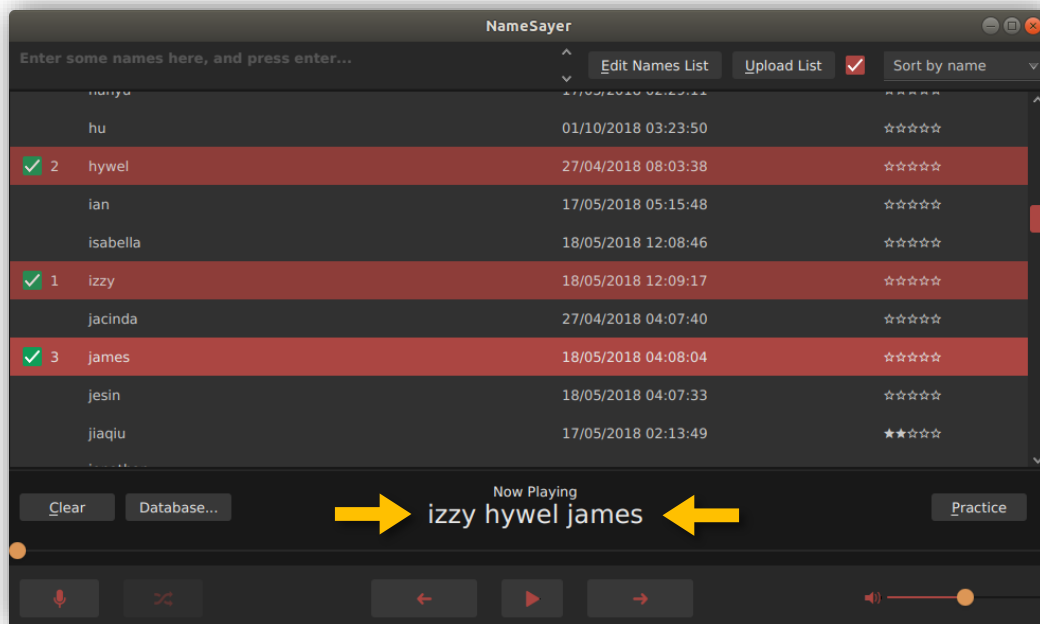


Figure 3.4. After selecting the checkboxes for “Izzy”, “Hywel” and “James”, you can now press play to hear how “Izzy Hywel James” sounds like.

Section 4. How to make an attempt/practise a name: Using the Recording Tool

In NameSayer the user can make an attempt a name in two different ways which are either directly in the main window where the *CreationsListView* is located or via the practise tool. Both of these places use the following tool, which is the recording tool. To access the recording tool from the practise tool is mentioned in the “Practise Tool” section of this manual. To access the recording tool from the main menu:

1. Simply select the creation you wish to make an attempt for, this can either be a single name or a full name (i.e. This would be the same as selecting the names when the user wants to play the concatenated names from the database” if the user wants to practise from browsing the database rather than just using the *TagInput*) Once the name(s) is selected they would have the red accent colour, and the bottom label should say “now playing [name]” for the [name] the user wants to practise. Figure 4.0 depicts just that.

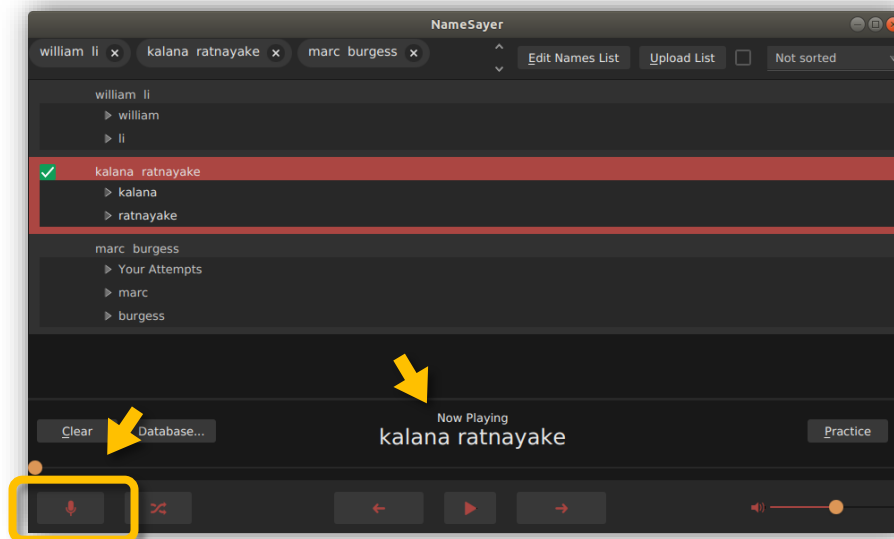


Figure 4.0. With “Kalana Ratnayake” selected, you can record an attempt for this name using this button.

2. Click on the microphone icon which is located on the bottom left side of the *Media Bar* which will pop up the recording tool, as shown in Figure 4.0.

Recording Tool

The recording tool, as shown in Figure 4.1, will present the user with a few buttons and a mic level on the left. The mic level meter measures the input from the mic and displays that to user accordingly.

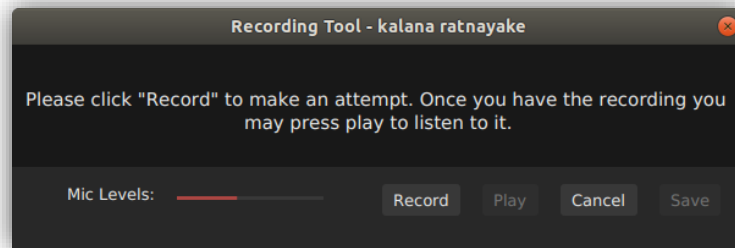


Figure 4.1. The Recording Tool.

If the mic meter does not appear to move as depicted in Figure 4.2, this indicates that the mic has not been set up correctly and NameSayer will not be able to hear you.



Figure 4.2. When your microphone is too soft, or it's not set up, the mic meter will look like this.

Once the mic levels have been verified by the user and they are ready to make the recording they simply need to:

1. Click on the record button, doing so will show a label in red which says "Recording NOW: You have 'x' seconds" The "x" in this case represents the amount of time the user has before the recording will automatically stops. This is depicted in Figure 4.3

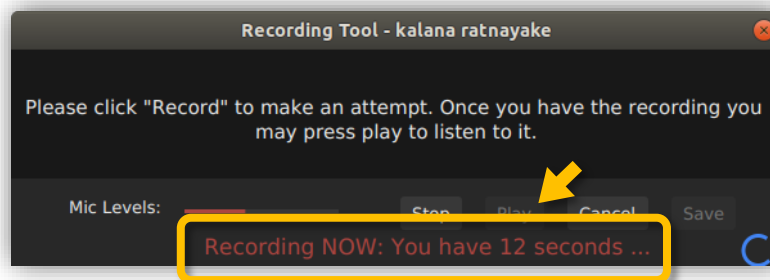


Figure 4.3. Counting down when recording.

2. If the user wants to stop the recording at an earlier time they can simply click on stop, which is in the same place where the record button was shown in Figure 4.4.

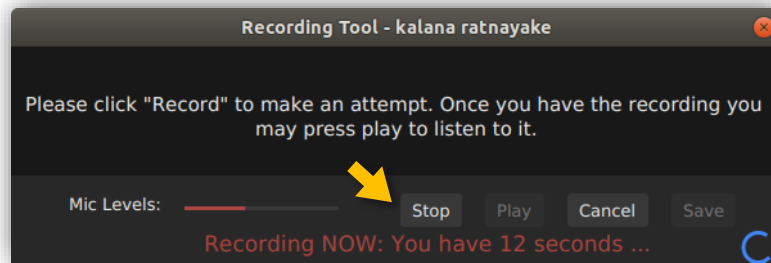


Figure 4.4. You can stop the recording early.

3. Please note that during the recording all the buttons apart from stop and cancel will be disabled as shown in Figure 4.4
4. Once the recording has been finished, the recording label will no longer appear in the recording tool
5. The user can choose to listen to the recording, by clicking play. This will playback the users recording, as shown in Figure 4.5.

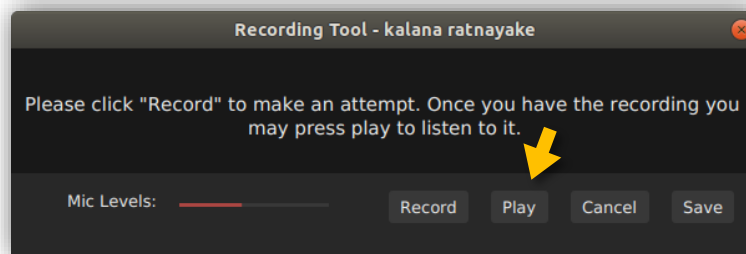


Figure 4.5. You can playback what you've just recorded.

6. If the user is satisfied with the recording they can click on "Save" and NameSayer will save the recording and add it to CreationsListView, which is depicted in Figure 4.6 and Figure 4.7

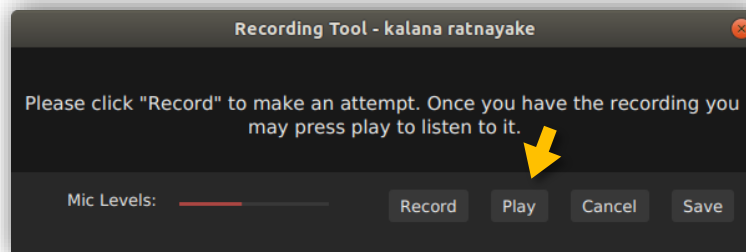


Figure 4.6. You can save the recording when you're satisfied.

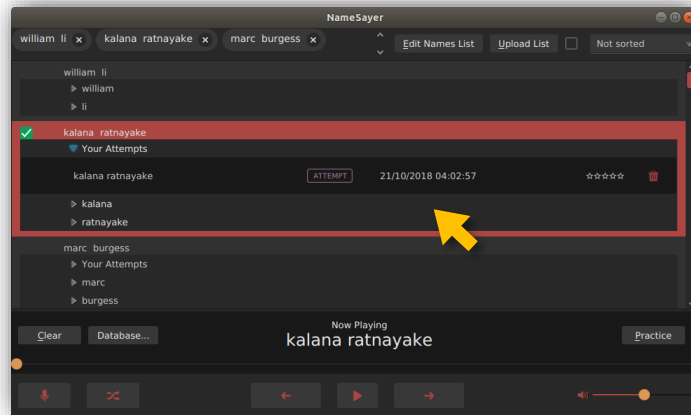


Figure 4.7. The saved recording shows up in the names list.

7. In the case that the user is not satisfied with the recording, they can choose to record a new recording which is done by simply going back to step 1.

Section 5. Clearing and Shuffling Tool

In the main menu, in the MediaBar NameSayer has two more tools which are quite handy for the user. These are the Clearing tool and the Shuffling tool. The Clearing tool essentially clears everything in the *TagInput* and as a result in the Enlarged TagInput, in addition to clearing the CreationListView. The shuffling tool takes the selected names when there are more than 1, and shuffles the list order randomly such that if the user wants they can view/practise the name in a different order.

Clearing Tool

In order to clear everything:

1. Click on the clear button located in the left corner of the *Media Bar* as shown in Figure 5.0. After clearing, the screen will look like Figure 5.1.

Figure 5.0. The clear button.

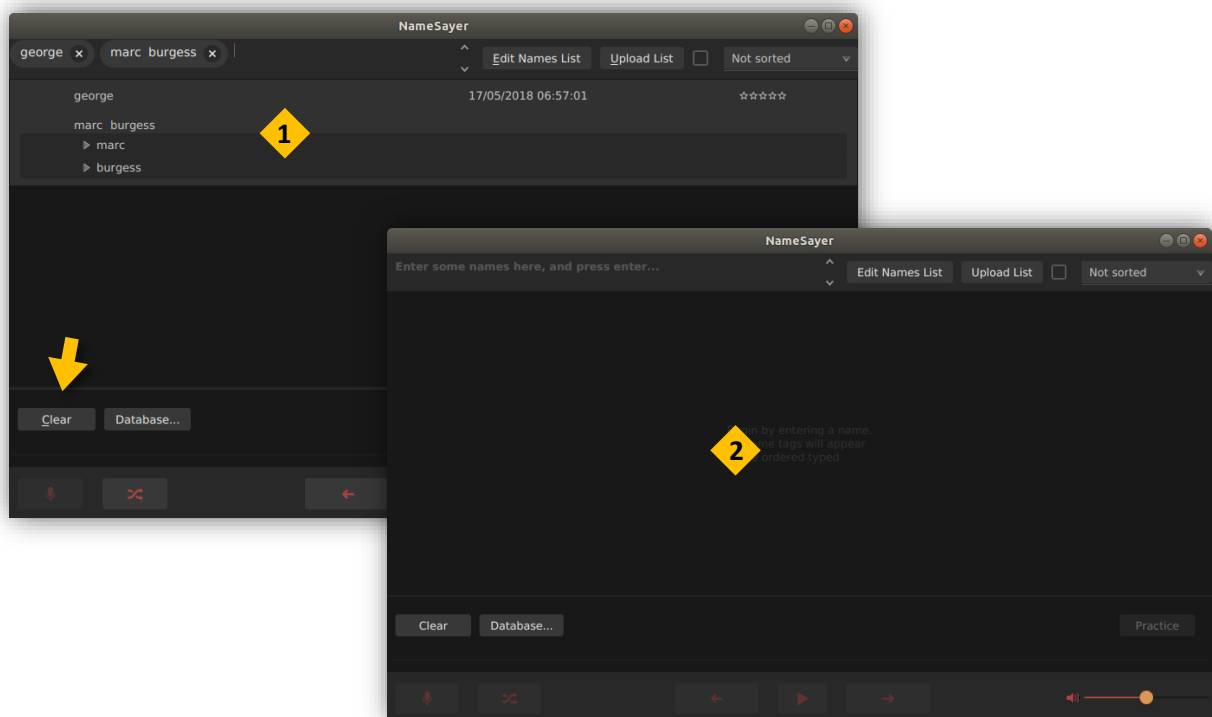


Figure 5.1. Pressing the clear button clears the screen like so.

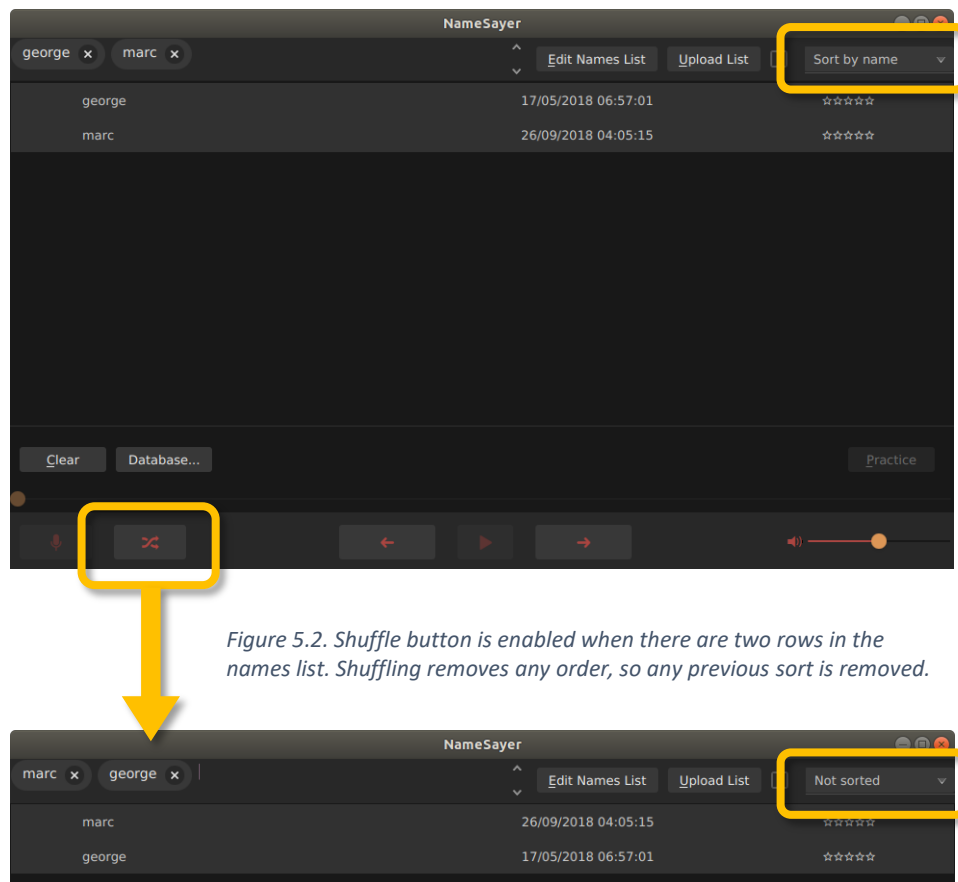
Tip

You may also choose to use the shortcut key, "ALT + c", to clear everything.

Shuffling Tool

In order to shuffle the order of the names:

1. Ensure that at least more than one name is present in the CreationListView, this can be double checked by looking at the CreationsListView, *TagInput*, or the Enlarged TagInput
2. If there are more than one item in the CreationListView then the shuffle button should no longer be disabled. This is depicted in Figure 5.2
3. Click on the shuffle button and this will randomise the order of the names which are present



Note

If you have a filter setting such as “Sort by name”, clicking the shuffle button will change the filter type to “Not Sorted”. This is visually depicted in Figure 5.2

Section 6. Practise Tool

NameSayer's practise tool allows the user to fully learn how to pronounce a name. The practise tool acts differently when a single name is chosen vs when a full name/concatenated name is chosen. To enter the practise tool simply select the name (can either be a full name or a single name from the *TagInput* or via browsing the database. (Please refer to Section 2 for more information). Once the name is selected and has the red accent colour, the practise button will be enabled. Clicking on Practise or using the shortcut key "ALT + p" will open the practise tool.

Note

The practise button will only enable for database recordings, thus choosing a user attempt recording will not enable the practise button as the user should only be able to practise the database recordings.

Using the practise tool

As mentioned previously the practise tool has two different behaviours dependent on the fact if a full name has been chosen to enter the practise tool or a single name has been chosen to enter the practise tool. The next two subsections talk about this distinction with more detail and explain the functionality of both and the features that they offer.

Practise Tool for a single name vs full name

Entering the Practise Tool when a single name is selected can be done by simply clicking on the "Practise" button on the bottom right of the *Media Bar*. This is depicted in Figure 6.0.

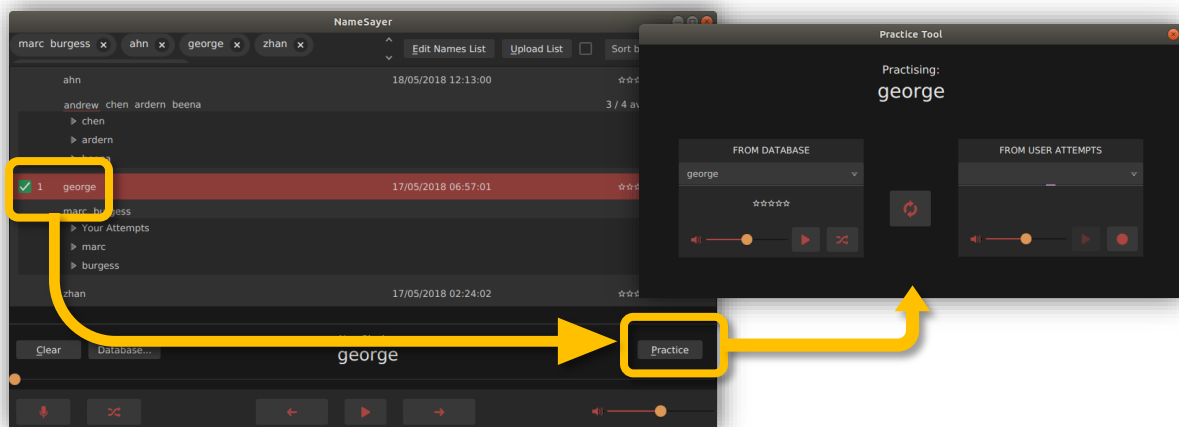


Figure 6.0. Opening the Practice Tool after selecting a single name.

The main distinction that the tool has between a single name and full names is that for a single name the practise tool does not pre-load a concatenation in the database side. i.e. Suppose the user chooses a list of names they wish to practise which have been inputted via the *TagInput* such as "Andrew Chen Ardern Beena", this can either be a single tag or multiple tags. As depicted by Figure 6.1.

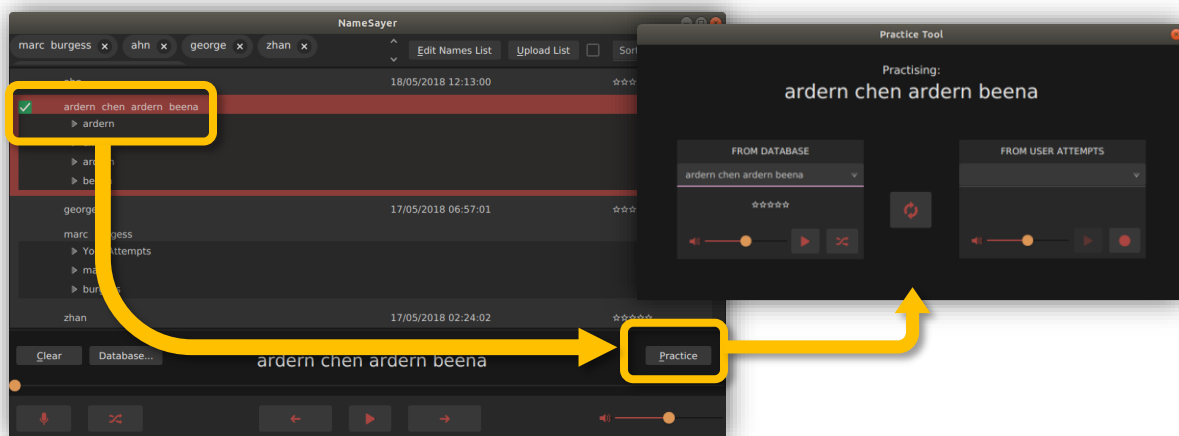


Figure 6.1. Opening the Practice Tool after selecting a full name.

The Practise Tool makes it so that the concatenation of those names is the first entry in the combo box for the user database, in addition to splitting up the names and making those the subsequent entries. As shown by Figure 6.2.

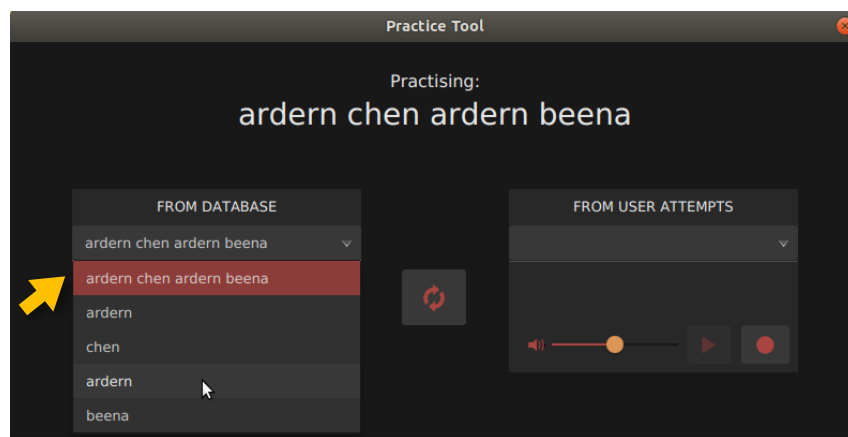


Figure 6.2. First entry in the database combo box is the full, concatenated name if needed.

The same applies with choosing multiple names through the database view option and entering the Practise Tool. Thus, the Practise Tool and the *TagInput* show exactly what the user has typed in, such that there can be a case with a name such as “Ardern Beena Chen Ardern” where the name “Ardern” comes up twice, thus the Practise Tool takes this into account and presents the second Ardern in both the concatenation and in the subsequent recordings, as shown by Figure 6.2 and 6.3.

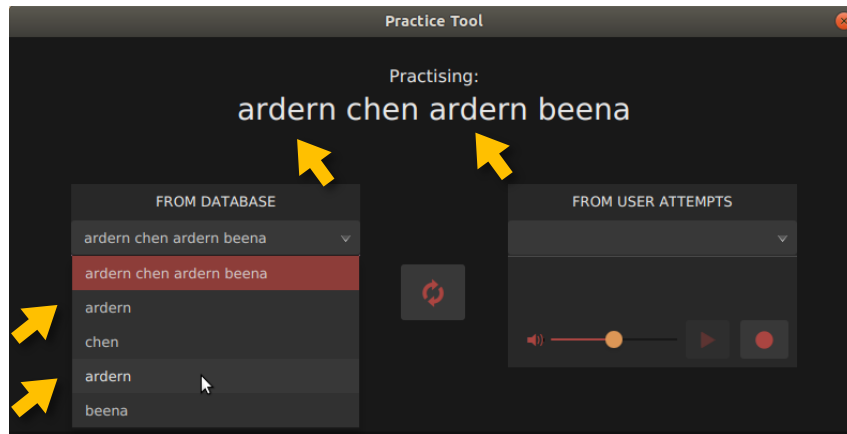


Figure 6.3. Practice Tool shows exactly what the user typed in, even when duplicated.

Practise Tool Features

Playing Recordings

To play recordings from the Practise Tool:

1. From the database recording side choose the recording you wish to practise if there is more than one recording, if not you will only be able to practise that single recording as that was the only one selected by the user
2. If no previous user attempts are present, then the user side combo box will be empty and will prompt the user to make a new recording as shown in Figure 6.4.

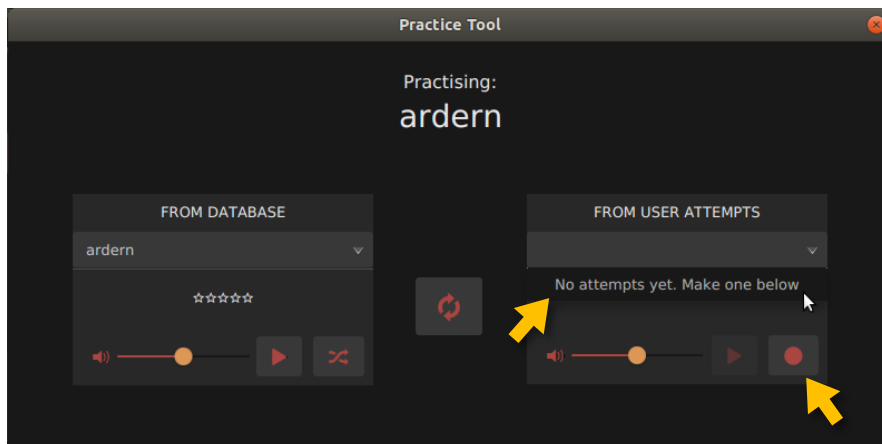


Figure 6.4. "Ardern" was selected on the left side. On the right side, we see that there are no saved past attempts for "Ardern". You can record one using the record button on the bottom right.

3. In contrast, if previous attempts exist then they will be populated in the user combo box and are presented by the date. To ensure you have the correct name you can check with the practicing label or via the name in the database combo box, as shown in Figure 6.5.

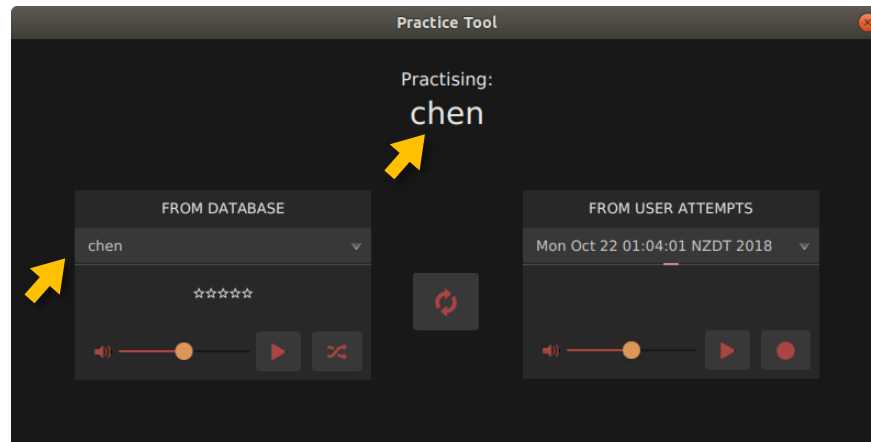


Figure 6.5. There's a previously saved attempt for "Chen", as shown on the right. The current name we are practising is shown in the label and on the left combo box.

4. To just play each recording individually, press the play button in either the database side or the user side, as shown by Figure 6.6. This will playback the media to the users.

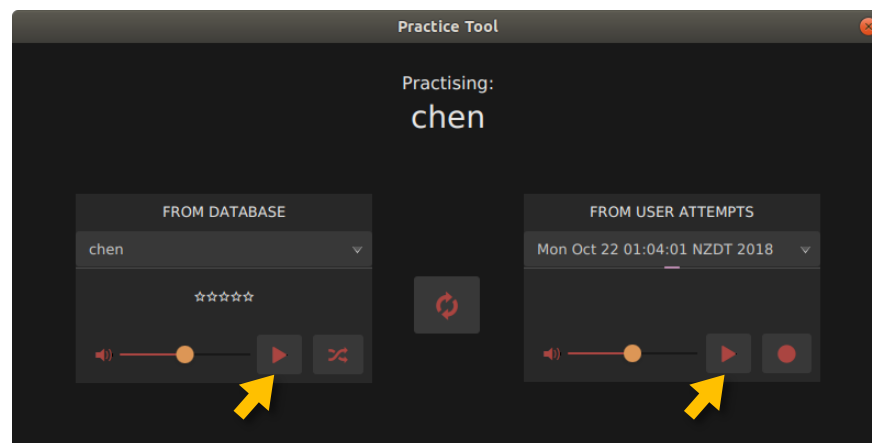


Figure 6.6. The play buttons.

Tip

The volume for each of the recording can be set respectively by sliding the volume slider.

Looping:

NameSayer allows for users to be able to "loop" between recordings without having to click play on each recording. Essentially, it will play a recording from the database and then play its respective recording from the user attempt in an indefinite loop unless stopped by the user. To loop the recordings:

1. Enter the practise tool with the name(s) you wish to loop or practise
2. Choose the name or concatenation name in the database side of the tool that you wish to loop

3. Choose the attempt you wish to loop the database recording with, in the user attempts combo box

Tip

NameSayer allows to change the user attempt during the looping is active such that after the user attempt has finished playing it will play the next selection. For example, let's say we have 4 attempts for the name "Antony" and currently the latest "Antony" is being looped with the database recording, and if the user changes the version of "Antony" in the user attempts side to the oldest version after the recording iteration has been completed the oldest recording will be looped. Thus, the user does not need to stop looping to change versions.

4. Press the looping button located in the centre of the Practise Tool as shown in Figure 6.7, once the looping starts the icon will change to a stop icon as shown in Figure 6.8.

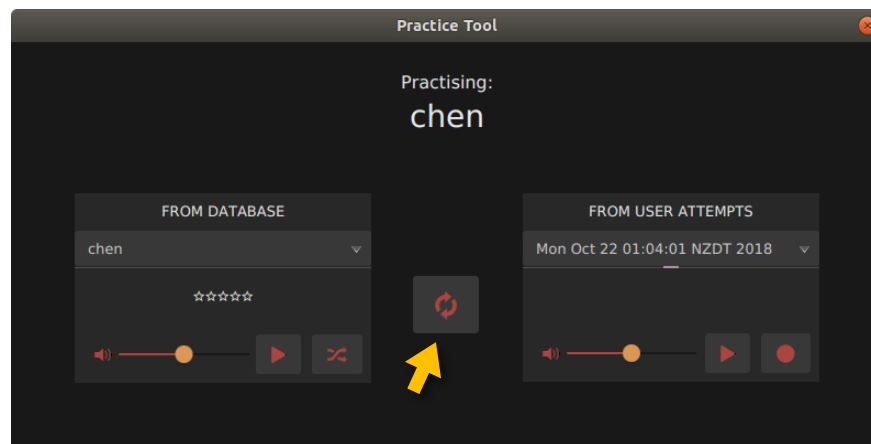


Figure 6.7. The loop button.

5. To stop looping, click on the stop icon as shown in Figure 6.8.

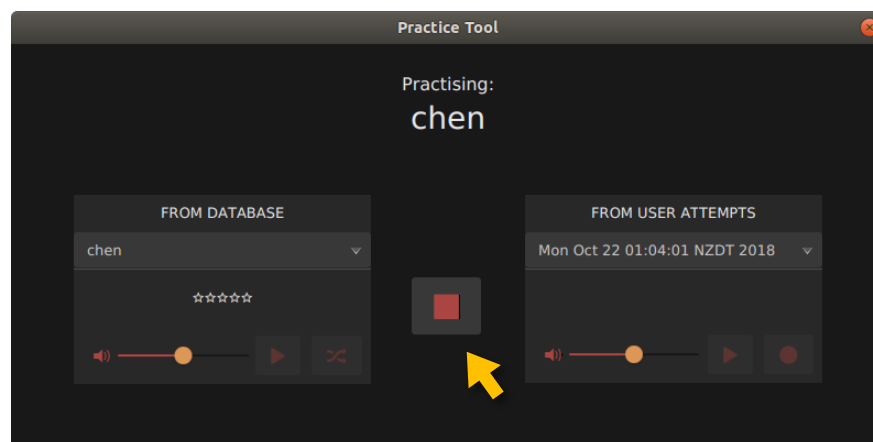


Figure 6.8. The loop button turns into a stop button while it's looping.

Recording:

NameSayer allows the user to make attempts in the Practise Tool itself. In order to do so:

1. Choose the recording you wish to attempt in the database combo box if there are more than one.
2. Click on the recording button in the user side combo box, marked with the red recording icon as shown in Figure 6.8.

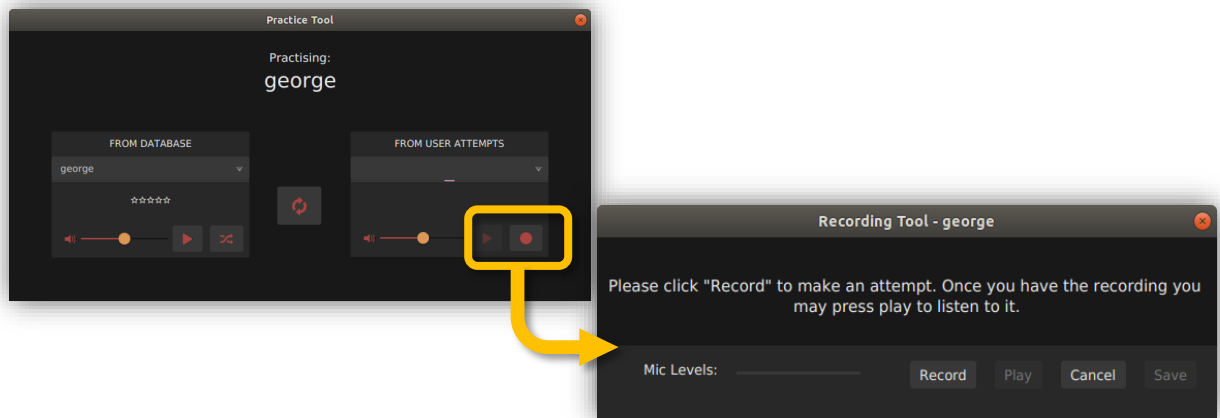


Figure 6.8. Opening the Recording Tool from the Practice Tool.

3. This will pop-up the Recording Tool, the user may use this tool to create new attempts. Please refer to the section “How to make an attempt/practise a name:” for information on how to use the practise tool.

Quality Rating:

NameSayer allows the user to rate the quality of both user attempts and database recordings in the Practise Tool directly, and this propagates the changes in real time to the CreationsListView. In order to rate the qualities:

1. Choose the database/user recording you want to rate
 - a. The user can give quality ratings by simply choosing the respective name from the dropdown combo box.
2. Click on the corresponding 5 star quality rating (1 being the worst and 5 being the best)
3. The changes in quality will be applied to recording.

This whole process is shown in Figure 6.9, including the real time change in the CreationsListView. Please note that the quality rating set in Figure is set in the Practise Tool and in the background the quality has been applied.

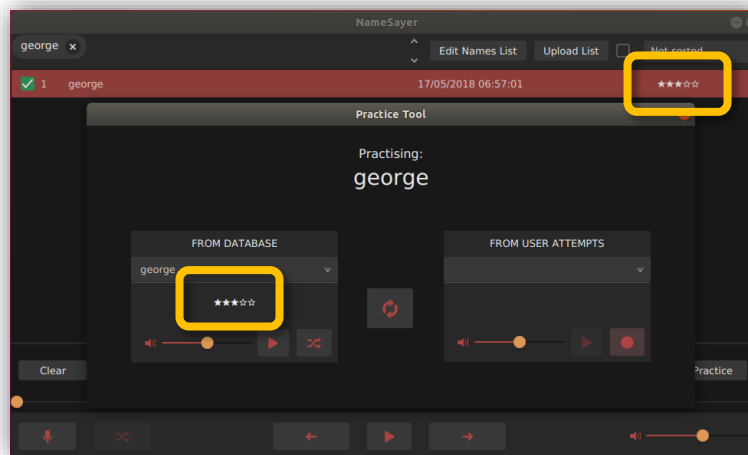


Figure 6.9. Mark the quality of the recording here on-the-fly. Changes are reflected in the CreationsListView immediately.

Shuffling Recordings:

NameSayer in a similar manner to the Shuffling Tool allows the user to have the list of database recordings shuffled in the database combo box. To do this simply:

1. Click on the shuffle icon in the database combo box as shown in Figure 6.10. If only a single name is present the change will not be visible as the order of a single name won't be affected.

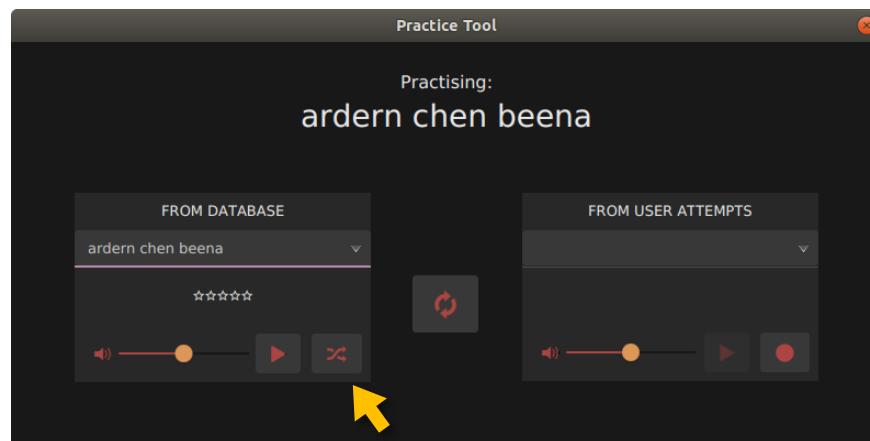


Figure 6.10. The shuffle button.

2. After shuffling, a new random order will be present for the database recordings, as shown in Figure 6.11.

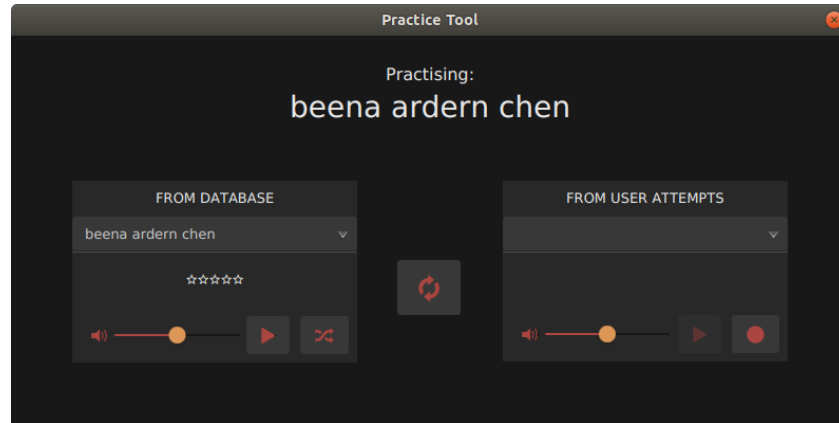


Figure 6.11. The name order has been shuffled.

Note

The first recording is still the concatenated recording, but the order in which the names are being concatenated has been shuffled but it still resembles the order of the subsequent recordings.

Section 7. Database Management

NameSayer comes pre-packaged with its own database folder which is located in the “./data/database/” folder. This means that NameSayer watches that directly and considers it initially to be true source of ‘truth’ such that any changes done to that directory will be directly reflected in the app during the run-time and when the app is not running. We highly encourage the users to not mess with any of the files in the “./data/” folder and perform all operations through the app instead.

NameSayer allows for the user to append to the pre-packaged database or completely replace it. Appending the database will essentially also watch the other directory and add recordings in the new directory to the CreationsListView. In contrast choosing the replace database option, will stop watching the pre-packaged directory and only watch the new directory specified by the user.

Note

The pre-packaged directory does not get deleted, to start watching it again simply restart the application. Also it is important to note that once the app is closed NameSayer will no longer watch any directories that were appended or replaced, and default back to its pre-packaged directories.

Appending the database

To append to the pre-packaged database:

1. Click on the “database” button located in the bottom left corner of the *Media Bar*, next to the “clear” button. This is shown in Figure 7.0.

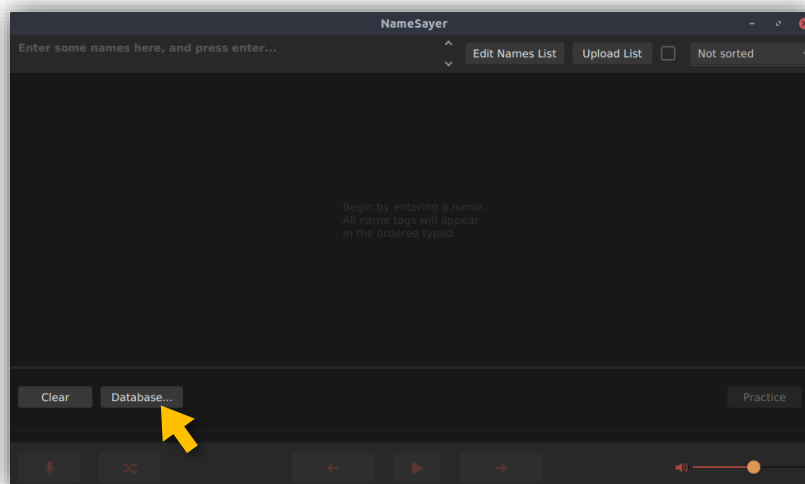


Figure 7.0. Location of the “database” button.

2. Clicking on the “database” button will present the user with two options which are either to append or replace the database, click on append. This is presented in Figure 7.1.

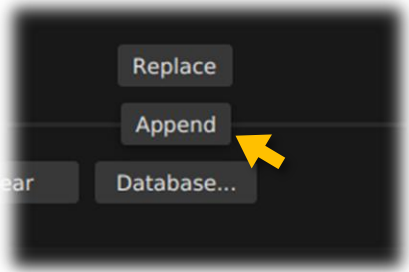


Figure 7.1. To append a database.

3. NameSayer will then open a new window which will allow the user to choose a directory and NameSayer will start to watch it once the user clicks on ok to confirm the operation

Replacing the database

To replace the pre-packaged database for the current session:

1. Click on the “database” button located in the bottom left corner of the *Media Bar*, next to the “clear” button. This is shown in Figure 7.0.
2. Clicking on the “database” button will present the user with two options which are either to append or replace the database, click on replace. This is presented in Figure 7.2.

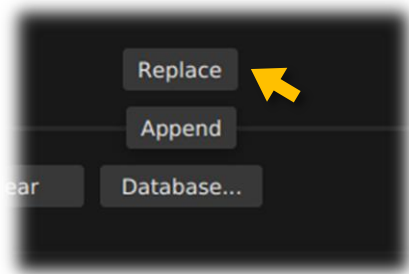


Figure 7.2. To replace the attached database.

3. NameSayer will then open a new window which will allow the user to choose a directory and NameSayer will start to watch the new directory once the user clicks on ok to confirm the operation.

Note

Once the database has been replaced, the pre-packaged database is no longer followed by NameSayer.

Adding to the pre-packaged database

To add recordings/names to the pre-packaged database:

1. Navigate to the “./data/database/” folder
2. Copy and paste the recordings you wish to add to the database folder
 - a. You do not have to close the app during this process, as NameSayer will automatically detect the change and populate the CreationListView

Note

Please ensure that you have a backup of the database folder as any changes done on the folder are permanent.

Section 8. Shortcut Keys

The shortcut keys present in NameSayer are activated by 2 modifiers which are “ALT” and “CTRL”. When “ALT” is pressed by itself it activates the mnemonics present in NameSayer such that each of the buttons which have shortcut keys associated with the “ALT” modifier have a letter underlined. This letter is the combination which has to be used to use the shortcut key. For example, the clear button, “Clear” has the “C” underlined and to use the clear button one must use the “ALT + c” as the shortcut key. This is visually depicted in Figure 8.0, and all the buttons that support the mnemonics are presented in Figure 8.1.

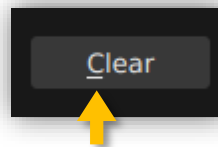


Figure 8.0. The Clear button with “C” underlined, meaning that “ALT + c” is a shortcut for Clear.

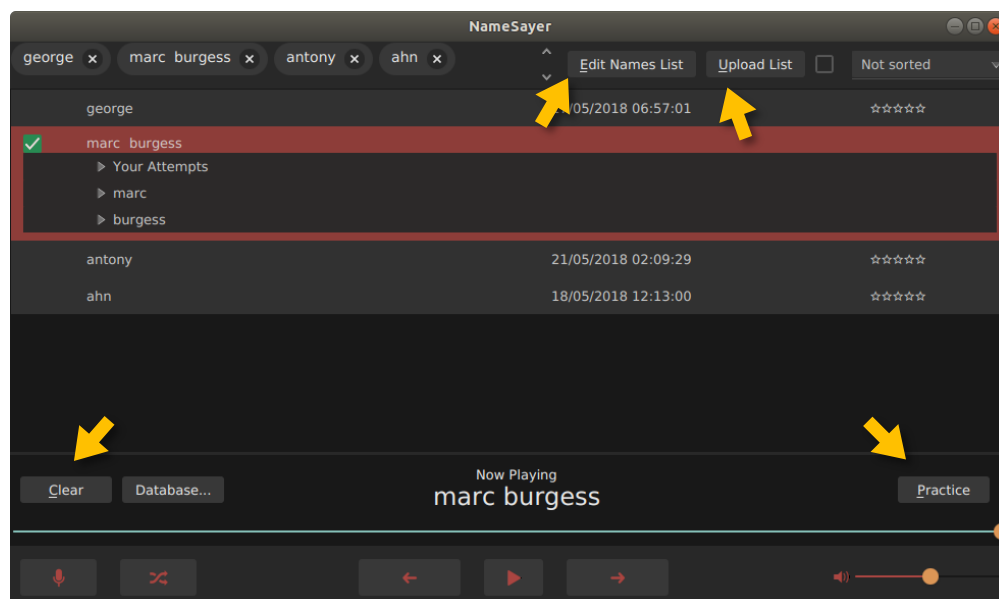


Figure 8.1. Buttons with mnemonic shortcuts.

All the shortcuts supported by NameSayer are presented in the table below Figure 8.2:

Figure 8.2: Presenting all the shortcuts keys supported by NameSayer

Functionality	Shortcut Key
Clear	ALT + c
Upload List	ALT + u
Edit Names List	ALT + e
Practise Tool	ALT + p
Recording Tool from Main Menu	ALT + r
Play/Pause	CTRL + p
Next Selection Auto Play	ALT + Right Arrow (→)
Previous Selection Auto Play	ALT + Left Arrow (←)
Next Selection without Auto Play	ALT + Down Arrow (↓)
Previous Selection without Auto Play	ALT + Up Arrow (↑)

Section 9. Special Features

NameSayer has some special features that distinguish it from other name practicing tools out in the market and they are explained below, some of the features the user might have already encountered but they are restated here for clarity.

Streaks

NameSayer tries to motivate the users to keep on practicing and attempting the names, thus it allows for streaks to be present. Streaks look like a tiny fire with a number associated it with, as shown in Figure 9.0.

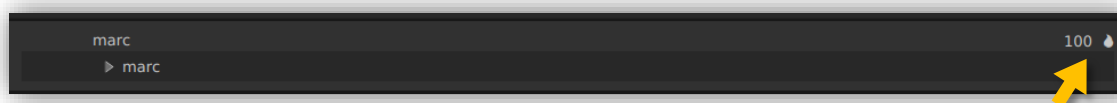


Figure 9.0. Streaks.

The streak will appear once the user practises the name for at least 2 days, once a day at least. The streak indicates the amount of days the user has been practicing the name. If the user fails to practise a name once a day, the streak will be lost, and the fire icon will no longer be present. Thus, to maintain a streak, the user must attempt the recording by entering the practise tool at least once a day.

Note

The attempt/practise must be done via the practise tool for the streak to be counted. Additionally, the user receives a streak for each name and not a cumulative streak.

Practise Tool Change user recording during looping

NameSayer allows for the users to change the user attempt they are looping with during the looping iteration itself, such that the user does not need to stop the loop and then change the version they want

to loop. They can do it while the loop is currently iterating, and at the end of the iteration the playback will automatically change to the new recording. More detailed information is provided in section 8.1.2.2: Looping under the Section 8: Practise Tool

Resize ability

NameSayer is fully resizable and scales to any display size. To resize NameSayer:

1. Pull from one of the corners and expand to user liking, or
2. Click on the maximize button located in the top right corner as shown by Figure 9.1.



Figure 9.1. The maximize button.

Directly watch directories

NameSayer directly watches its database, as we the developers believed that the file directory is the true source of information. Thus, any changes to databases that NameSayer is following either being the pre-packaged database, appended database, or the replaced database, are reflected in the application in real time and during run time. Thus, it is essential to read through this manual before making any changes to the databases. More information on this is presented in Section 9 of this manual.

Five Star Quality Rating System/Changes to the file appear in the application during runtime

NameSayer additionally offers a range for quality rating rather than a binary rating. This is since the developers believe that a binary rating is not enough and does not extensively provide enough precision for the users in terms of quality rating. Thus, we offer a 5-star quality rating system. Additionally, the qualities after any change are reflected in the “./data/database/quality.dat” file and “./data/attempts/quality.dat” file respectively for the attempts and the database recordings. Furthermore, changing any quality in the file is also reflected in the application during runtime and in real time. We strongly encourage the users to not mess with any of the “.dat” files manually, rather do all the operations in app.

Usability Heuristics

Lastly, a special feature that NameSayer has is its exception and error handling. NameSayer will not just crash, if an error does appear NameSayer will present them to the user and tell them on how to recover from the error. The error directly connects the real world and the computer code accurately such that it gives the user enough insight on how to recover correctly and efficiently if an error were to happen, such as ffmpeg already being in use. A sample error message is shown in Figure 9.2. Additionally, NameSayer logs any issues in a “logs.txt” file located “./logs.txt”.

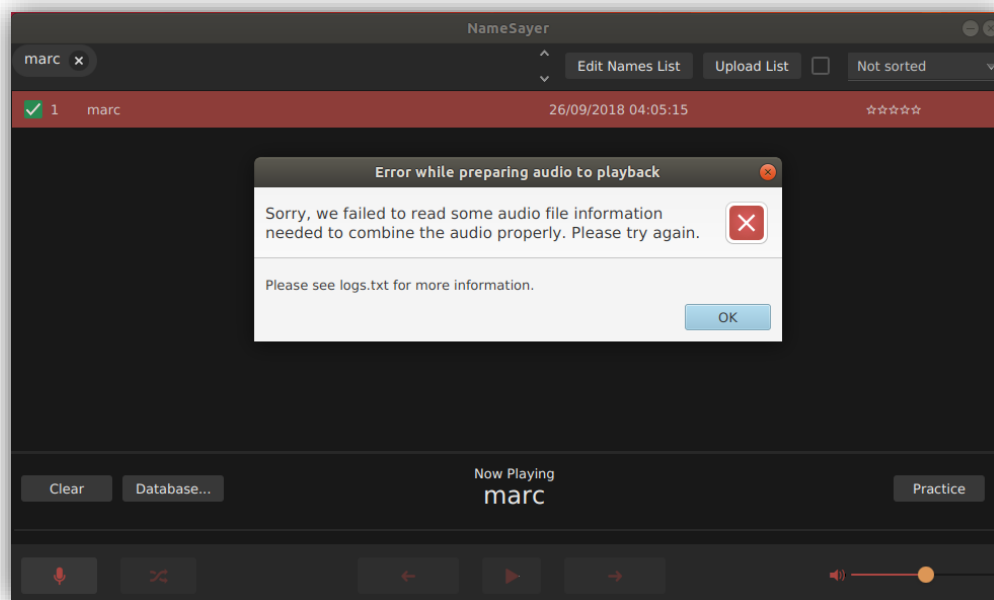


Figure 9.2. Useful error messages.

Section 10. Special Thanks and Licenses

This project uses the following external libraries Ionicon pack, JFoenix JavaFX Material Design Library, and ControlsFX. Please see the respective licenses at:

- JFoenix: `./lib/jfoenix-license.txt`
- ControlsFX: `./lib/controlsfx-license.txt`
- Ionicons: `./src/icons/ionicons-license.txt`