

Translate:

To use our executables, we can either type

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```
java -jar Translate.jar [FILE NAME]
```

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or we can type

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```
./Translate.jar [FILE NAME]
```

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where in both cases, [FILE NAME] is optional and specifies which language dictionary the user would like to use.

Once the user has started the program, they can type any english word and they will receive a response depending on the supplied word. If a translation exists, it will be returned to the user, otherwise they will be informed that the word does not exist. The translation data (whether or not it was a word which can be translated) can be found in the file 'output.txt'.

To terminate the program, the user simply types 'q' when prompted.

In order to create a new translation dictionary, the user simply must create a .txt file such that each entry on the list is an english-foreign word pair. Each line should contain exactly one English word pair. As an example, the file 'norwegian.txt' has as its first two entries

apple, epleorange, appelsin

Here is a step by step example to run the program:

1. Unzip the package (On linux type `unzip Project1Hegeland.zip`).
2. To run the program type `'java -jar Translate.jar [FILE NAME]'`, or `'./Translate.jar [FILE NAME]'`
3. Enter words when prompted.