

Program Overview:

Text Extraction and Analysis (Python)

A Python script, `extract_words.py`, processes a novel downloaded from Project Gutenberg. The script converts all text to lowercase and removes non-alphabetic characters to ensure consistent word analysis. It generates three text files:

The python script `extract_words.py` processes a novel and converts all the text to lowercase and removes non-alphabetic characters to ensure consistent word analysis. It then generates three text files:

- `allwords.txt`, containing every word in the novel (including duplicates), with one word per line.
- `uniquewords.txt`, containing words that appear exactly once in the novel.
- `wordfrequency.txt`, which maps word frequency to the number of words that occur at that frequency, sorted in increasing order.

Unique Word Visualization

The `DisplayUniqueWords` function loads data from `uniquewords.txt` and displays a randomly selected subset of unique words on a fixed-size canvas. A custom font, fixed font size, and a palette of three colors are used to create a visually cohesive word cloud. Words are rendered with consistent spacing and constrained within the window to prevent overlap or overflow. Clicking the screen regenerates a new random selection of unique words.

Word Frequency Visualizatio

The `DisplayWordFrequency` function reads data from the `wordfrequency.txt` and generates a graphic depicting the relationship between word frequency and number of words with that frequency. This visualization highlights which words appear more or less often.

The MonoGame program starts by displaying the unique words visualization. Pressing the Enter key toggles between the unique word display and the word frequency visualization. To prevent rapid toggling, the program detects only the initial key press rather than continuous key holding.

Software and Libraries Used:

- Python3
- MonoGame
- .NET SDK
- Word Clouds

Workflow Distribution:

Caden - Worked Monogame function `DisplayUniqueWords`

Jacob H - Wrote Python script to extract text from files

Sahir - Worked Monogame function `DisplayWordsFreauency`

Jacob E - Wrote README and pdf