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ITP 115
T/TH 3:30 - 5PM
2 May 2017

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Final Project Option #1 -- Choose Your Own: **readMyStory**
Revised Proposal
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Motivation and Need

The program is going to be a mad libs with a library of a couple of stories and at the end when all of the fields are filled in the program will read it aloud. The reason why this is interesting to me is that I have loved stories, but I have had a dislike for reading so I wanted to have it be read out for me. The user will also have the ability to copy and paste text within a field to create their own full story to be read to them instead of doing a mad lib. The user will be able to see the story and replace all of the words that have an underscore on them. There are instructions when the window refactored to tell the user to replace the words that have underscores around them with a word that they would like. They can then select the Read button where the program will read their story, and they can save their story as well.

Libraries
- Tkinter module will be used to create the GUI
- The Mac Operating system will be used for the speech functionality
- CSV will be the file that will have the preloaded options for each of the stories as well as the stories themselves

Classes
- <u>Stories Class</u> - this is the parent class that will have an object that will have a story
  Attributes:
  - Variables:
    - **storyText** will be the main object of this class that will be edited by the ones that are inheriting from it (it's a string)
  - Functions:
    - read(storyText)
      - This function takes in the storyText and will use the operating system of the Mac to read it
      - I had attempted to test it on Windows computers and that did not work
      - This feature may or may not get implemented based off of time constraints
    - saveStory(storyText)
      - This will allow the user to save the story that they have created into a .txt file
- <u>MadLibs Class</u> - this will allow the user to select a story and select words that they would like to be filled in

- ○ Functions
  - ■ getListofStories(self)
    - ● This reads in the master.txt file to load in the different
- ● <u>GUI Class</u> - this will be the user interface for the program
  - ○ Variables
    - ■ readMyStoryLabel - this is the label of the program itself that will show up when the program initially loads
    - ■ infoText1 - Label that let's the user know what they can do
    - ■ createOwnButton - this is the button that will send the user down the path of what to do if they decide to create their own story instead of choosing a premade madlib version
    - ■ madLibsButton - button that will take the user down the mad lib option
    - ■ createOwnLabel2 - this will let the user know what they should do when they have reached the label
    - ■ story - the story object that gets created when the user selects that they would like to create their own story
    - ■ content - the default text in the create own option's storyBox
    - ■ storyBox - the Entry field where the user is able to add their own story
    - ■ readButton - button that will call on the read method from the Story class
    - ■ saveLabel - the label that tells the user that they can enter a filename to save their story
    - ■ saveFileName - the entry field where the user can type in the file name that they want to save
    - ■ saveButton - the button that will call on the Story's save method
    - ■ madLibsStoryList - the list of stories that are listed in the "master.txt" file that the user will be able to choose from
    - ■ selectStoryButton - button that will call on setSelected to know which element the user had chosen
    - ■ madLibLabel - label that tells the user what to do
    - ■ readButton2 - button that calls on the read function
    - ■ saveLabel2 - label that tells the user to enter a filename
    - ■ saveFileName2 - entry for the user to enter the filename
    - ■ saveButton2 - the button that calls on the save function
  - ○ Functions
    - ■ __init__(self)
      - ● Sets all of the variables for the first window when the GUI shows up
    - ■ createOwn(self)
      - ● Will go along the rest of the actions where the user will be able to create their own story
    - ■ on_entry_click(self, event)
      - ● This is a method that removed the default text from the storyBox
    - ■ madLibs(self)

- ● This gets called if the user clicks on the MadLibs button on the first page
    - ■ callRead(self)
        - ● Method that will call on the read method from the Story class after a couple of test checks
    - ■ saveStory(self)
        - ● Method will save the story by calling on the save method from the Story class after a couple of checks
    - ■ setSeleted(self)
        - ● This is the method that will return the option that the user had chosen from the list of MadLibs stories that they have to choose from
    - ■ showStory(self.selectedStory)
        - ● This will show the selected story as well as prepare the GUI elements for that window
    - ■ callReadMadLib(self)
        - ● Will get the text from the StoryTextBox to read