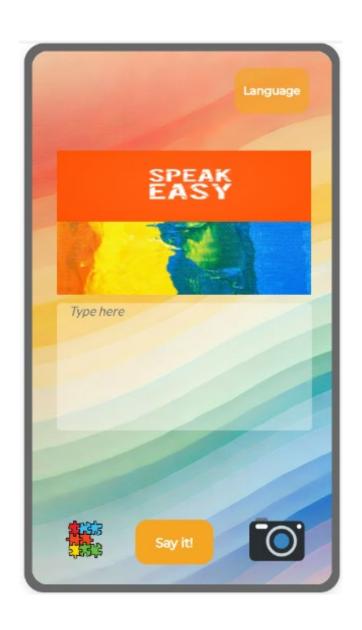
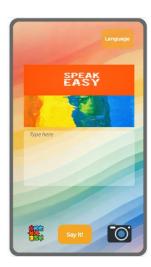
SpeakEasy Code Blocks



Screen: Logo Screen

5 Elements

- Text-to-Speech Input
- Say it! Button
- Language Button
- Camera Button
- Category Button



```
when ImageRecogScreenLink Click

do navigate to screen_ImageRecognition
```

When the camera button is clicked, the user is taken to the Image Recognition Screen or Camera Screen.

```
when Button_Languages Click

do navigate to Screen_languages
```

When the Language Button is clicked, the user is taken to the Languages Screen where he can choose from 5 different languages (French, Hindi, Spanish, Japanese, English).

```
when letsTalk_button • Click •

do say translation of Text_Input2 • 's Text • from the English (en-US) • to the app variable language • in the app variable language • set Text_Input2 • 's Text • to the say in the app variable language • in the app
```

The text input (where it says, "type here", translates whatever was written by the user from English to the chosen language. Then when the Say it! Button is clicked, it voices out the translation.

```
when CategoryButton Click

do navigate to Screen1_category test

say translation of C Click 

from English (en-US) to app variable language in app variable language 

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```

When the Category button is clicked, it will take the user the Categories Screen and say the translation or the phrase "let's go" from English to the chosen language.

Screen: Image Recognition

6 Elements

- Image Output
- Image Description Output
- Pronunciation Button
- Home Button
- Camera Button
- Category Button



```
when homeButton1 Click do say translation of the let's go to home screen the let's go to home screen to logoScreen in logoScreen log
```

When the Home Button is clicked, the app will say the translation of the phrase "let's go to home screen" from English to the chosen language. Afterwards, it takes the user to the Logo Screen.

```
when CategoryButton2 Click of say translation of the let's go to categories of the let's go to categories to the let's go to categories of the let's go to c
```

When the Category button is clicked, it will take the user the Categories Screen and say the translation of the phrase "let's go" from English to the chosen language.

```
when CameraButton Click Set ImagePhotofromCamera Set ImagePhotofromCamera Set PhotoDescription Set ImagePhotofromCamera Set ImagePhotofro
```

When the Camera Button is clicked, the app will open the device's camera. It allows the users to take a picture. The photo taken will appear on as an output image on the top half part of the screen. The description of the photo will appear below the image. It is translated from English to the chosen language.

```
when Button_Pronounciation  Click  do say translation of PhotoDescription s  Text  from English (en-US) to Capp variable language  in Capp variable  in Capp variable
```

When the Pronunciation Button is clicked, the app will say the translation of the photo description from English to the chosen language.

Screen: Category

17 Elements

- Home Button
- Camera Button
- 15 Categories
 - o Fruit
 - Vegetables
 - o Drinks
 - Snacks
 - Feelings
 - Places
 - Activities
 - o People
 - o Things we do
 - o Colors
 - Clothing
 - Body Parts
 - Numbers
 - Weather
 - o **Toys**





When the Home Button is clicked, the app will say "let's go to home screen" from English, translated to the chosen language. Afterwards, it takes the user to the Logo Screen.

```
when ImageRecogScreenLink1 Click do navigate to screen_ImageRecognition say translation of Let's take a picture! 22 from English (en-US) to app variable language in app variable language say translation of the let's take a picture! 23 from English (en-US) to app variable language says translation of the let's take a picture! 24 from English (en-US) to app variable language says translation of the let's take a picture! 25 from the let's take a picture! 26 from the let's take a picture! 27 from the let's take a picture! 27 from the let's take a picture! 27 from the let's take a picture! 28 from the let's take a picture! 28 from the let's take a picture! 28 from the let's take a picture! 29 from the let's take a p
```

When the Camera Button is clicked, the app says "let's take a picture" from English to the chosen language. Afterwards, it takes the user to the Image Recognition Screen.

When the image of an apple is clicked, the app says the translation of the word "fruits" to the chosen language then take the user to the Item Screen, showing a list of different fruits.

```
when Image12 ** Click **

do say translation of " Vegetables ** from English (en-US) ** to app variable language ** in app variable language **

navigate to screen_vegetables **
```

When the image of the carrot is clicked, the app says the translation of the word "vegetables" to the chosen language then take the user to the Item Screen, showing a list of different vegetables.

```
when Image13 • Click •

do say translation of 6 6 Drinks ** from English (en-US) • to app variable language • in app variable language • navigate to screen_drinks •
```

When the image of the glass of water is clicked, the app says the translation of the word "drinks" to the chosen language then take the user to the Item Screen, showing a list of different drinks.

```
when Image14 • Click •

do say translation of 6 snacks >>> from 6 English (en-US) • to app variable language • in (app variable language • navigate to 6 Screen_snacks •
```

When the image of a bag of chips is clicked, the app says the translation of the word "snacks" to the chosen language then take the user to the Item Screen, showing a list of different snacks.

```
when Image15 · Click ·

do say translation of 6 4 feelings >> from English (en-US) · to (app variable language · navigate to Screen_feelings ·
```

When the image of a laughing boy is clicked, the app says the translation of the word "feelings" to the chosen language then take the user to the Item Screen, showing a list of different feelings and emotions.

```
when Image16 * Click *

do say ( translation of ( places **) from English (en-US) ** to app variable language ** in ( app variable language **) navigate to Screen_places **
```

When the image of a house is clicked, the app says the translation of the word "places" to the chosen language then take the user to the Item Screen, showing a list of different places.

```
when Image17 • Click •

do say translation of ( actions >> from ( English (en-US) • to paper variable language • in ( app variable language • in avigate to ( Screen_actions • )
```

When the image 2 children playing is clicked, the app says the translation of the word "activities" to the chosen language then take the user to the Item Screen, showing a list of different actions and activities.

When the image of father and a son is clicked, the app says the translation of the word "people" to the chosen language then take the user to the Item Screen, showing a list of different types of people.

```
when Image19 · Click ·
do say translation of "things we do " from English (en-US) to app variable language · in app variable language · in avigate to Screen_things we do
```

When the image of a girl brushing her teeth is clicked, the app says the translation of the word "things we do" to the chosen language then take the user to the Item Screen, showing a list of different personal action things we do.

```
when Image20 - Click -

do say translation of colors >> from English (en-US) - to app variable language - in app variable language - in avigate to Screen_colors -
```

When the image of a blue circle is clicked, the app says the translation of the word "colors" to the chosen language then take the user to the Item Screen, showing a list of different colors.

```
when Image21 Click do say translation of Colothing to English (en-US) to Capp variable language in Capp variable language navigate to Screen_clothing
```

When the image of a t-shirt is clicked, the app says the translation of the word "clothing" to the chosen language then takes the user to the Item Screen, showing a list of different types of clothing apparel.

```
when Image22 * Click *

do say translation of * 66 body parts ** from English (en-US) ** to paper a post to pa
```

When the image of an arm is clicked, the app says the translation of the word "body parts" to the chosen language then takes the user to the Item Screen, showing a list of different body parts.

```
when Image23 Click do say translation of mumbers from English (en-US) to app variable language in app variable language navigate to Screen_numbers
```

When the image of number is clicked, the app says the translation of the word "numbers" to the chosen language then takes the user to the Item Screen, showing a list of different numbers.

```
when Image24 · Click ·

do say translation of weather · from English (en-US) · to app variable language · in app variable language · in avigate to Screen_weather ·
```

When the image of an cloudy scenery is clicked, the app says the translation of the word "weather" to the chosen language then takes the user to the Item Screen, showing a list of different types of weather.

```
when Image25 Click

do say translation of to toys >> from the English (en-US) to the translation of the toys >> from the English (en-US) to the translation of the toys >> from the English (en-US) to the translation of the toys >> from the English (en-US) to the translation of the toys >> from the English (en-US) to the toy approximately approximately
```

When the image of a basketball is clicked, the app says the translation of the word "toys" to the chosen language then takes the user to the Item Screen, showing a list of different fruits.

Screen: Item List

6 Elements

- Data Viewer List
- Category Button
- Home Button
- Camera Button



```
when Data_Viewer_List3 - Item Click - row id

do say translation of get value from Category3 - in Vegetables - in Vegetables - for row id row id
```

When any image of an item is clicked on the list, the app says the translation of the name of that item from English to the chosen language.

```
when CameraButton2 * Click *

do say translation of the let's take a picture! ** from the English (en-US) ** to the Language ** in the Language **
```

When the camera button is clicked, the app says the translation of the phrase "let's take a picture" from English to the chosen language then takes the user to the Image Recognition Screen (camera).

```
when CategoryButton3 Click of say translation of tet's go to categories! The say translation of translation of
```

When the category button is clicked, the app says the translation of the phrase "let's go to categories" from English to the chosen language then takes the user to the Category Screen.

```
when homeButton3 • Click •

do say translation of • let's go to home screen! >> from • English (en-US) • to • app variable language • in the language • in app variable language • in app variable language • in a logoScreen
```

When the Home Button is clicked, the app will say "let's go to home screen" from English, translated to the chosen language then takes the user to the Logo Screen.

Screen: Language

1 Element

• Simple List

```
initialize app · variable language to ; " en-GB »
```

The code created a variable which allows the app to change from one language to another from the list. The initial language set for the app is English.



```
when Simple_List1 v Item Click v item index

do set app variable language v to in list + list - "" fr "" get v # v index

- "" hi ""

- "" ja ""

- "" es ""

- "" en-GB ""

set Label_languages v 's Text v to app variable language v

navigate to logoScreen v
```

When the user chooses a language from the list, it sets the language of the app to that language. The codes listed above are for French (fr), Hindi (hi), Japanese (ja), Spanish (es) and UK English (en-GB).