**“AURAL”**

A project report submitted in partial fulfillment

Of requirement for the award of the degree of

**BACHELOR OF COMPUTER APPLICATIONS**



**RANI CHANNAMMA UNIVERSITY, BELAGAVI.**

**Submitted by:**

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**Under the guidance of**

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**Karnatak Law Society’s**

**GOGTE COLLEGE OF COMMERCE**

**Tilakwadi, Belgaum-590006**

**2020 - 2021**

**Karnatak Law Society’s**

**GOGTE COLLEGE OF COMMERCE**

**Tilakwadi, Belgaum.**

**Bachelor of Computer Applications**

****

**CERTIFICATE**

**This is to certify that**

**Mr. Mallikarjun Rayar Reg No. M1810447**

**Has satisfactorily completed the project work entitled**

**“AURAL”**

**FOR THE FULFILLMENT OF BACHELOR OF COMPUTER APPLICATIONS OF RANI CHANNAMMA UNIVERSITY, BELAGAVI, FOR THE YEAR 2020-2021**

**Guide Coordinator Director, BCA section**

**Prof. Vaishali Kale Prof. V. S. Jalihal Dr. S. G.Sugur**

**EXAMINERS**

**1. 2.**

***DEDICATED TO***

***TEACHERS AND***

***FRIENDS***

**ACKNOWLEDGEMENT**

***“A helping hand, kind soul these are the ingredients that help to make a success out of any effort.”***

We take this opportunity to acknowledge the contribution of each individual who has in some way or the other helped me in completing this project successfully. We express our gratitude to our institute, **Karnatak Law Society’s Gogte College of Commerce (BCA Department), Belagavi** and our Director **Dr.S.G.Sugur, BCA section** for being the source of encouragement.

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***Mallikarjun Rayar***

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**1.INTRODUCTION**

**1.1 Introduction**.

* My project aims at converting PDF to Audio in a most simplest way, where in each and every user can easily listen to it anywhere anytime.
* The purpose of this project is converting the PDF file to listenable voice. It is made up of two applications, which runs on the user’s Pc and server application, which runs on any Pc on the network.
* It’s major advantage is that it plays a very important role for visually impaired users who can simply just hear to it. One such great example is of a girl student who could successfully crack the ‘IAS Examination’ just by using this technology.

**1.2 Objectives**

* The main objective of Aural application is to convert the PDF files to listenable format.
* It speak out all the information about the PDF file.

**1.3 Scope of the Project**

* Instant Conversion of PDF to audio.
* Authentication of user.
* Real Time feel to the users.
* Small in size.
* Easy to use.

**2.SYSTEM ANALYSIS**

**2.1 ProblemStatement**

This project is to create a application with a server and users to enable the user to convert the PDF file and listen on the go.To develop an instant converting solution to enable users to seamlessly listen and understand the PDF file information.The project should very easy to use enabling even a novice person to use it.

**2.2 SystemRequirements**

**HardwareRequirements**

* System**:** i5 Processor and above.
* Hard Disk**:** 500 GB and above.
* RAM: 8 GB and above.

**SoftwareRequirements**

* Operating system: Windows
* Browser: Chrome
* Coding language: Android SDK, JavaScript
* IDE**:** Android Studio.
* Code-Editor: Visual Studio Code
* Backend Service**:** Firebase.

**Runtime Environment**

* Device : Smartphone / Tablet.
* OS: Android.
* Minimum Version : 4.4 Android Kitkat.

**2.3 FunctionalRequirements**

* **User Sign-up/Sign-in:**

User must be able to Signup and Signin for the application through a email id.At initial phase the user need to Signup,if the user already have an account then the user can proced with the Signin

* **Uploading PDF file:**

The application should require PDF file to convert that file to audio format.

* **Selecting Page:**

User should mention page number of the PDF file which he would like to listen to.So that it is convenient to the user to listen particular information of the file.

* **Set Speed Rate:**

User should be able to set the audio speed rate at which user want to listen.

* **Listen / Start:**

Now user can be able to start listening to the PDF file, by clicking on the Listen/Start button, and application start’s reading the the information inside the PDF file.

* **Stop :**

User must be able to stop listening to the PDF file information by clicking on the Stop button.

* **Sign-out:**

The user can Signout from his account.

**2.4 Non-functional Requirements**

* **Scalability**

App should be able to provide instant conversion services.

* **Privacy**

Users account should be encrypted to maintain privacy.

* **Robustness**

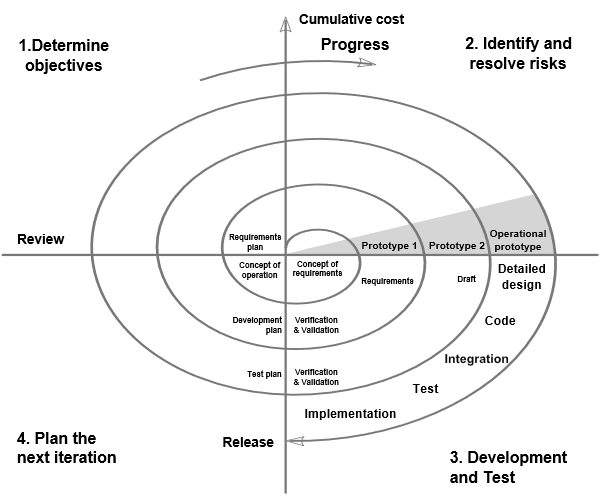
In case user’s device crashes, a backup of their account details must be stored on remote database servers to enable recoverability .

* **Performance**

Application must be lightweight and must convert PDF files to audio instantly.

**2.5 Methodology Adopted**

**Spiral model:**

****

**Figure 2.1**

**Spiral model** is one of the most important Software Development Life Cycle models, which provides support for **Risk Handling**. In its diagrammatic representation, it looks like a spiral with many loops. The exact number of loops of the spiral is unknown and can vary from project to project. **Each loop of the spiral is called a Phase of the software development process.** The exact number of phases needed to develop the product can be varied by the project manager depending upon the project risks.

As the project manager dynamically determines the number of phases, so the project manager has an important role to develop a product using spiral model. The Radius of the spiral at any point represents the expenses(cost) of the project so far, and the angular dimension represents the progress made so far in the current phase.

Each phase of Spiral Model is divided into four quadrants as shown in the above figure. The functions of these four quadrants are discussed below-

1. **Objectives determination and identify alternative solutions**

Requirements are gathered from the customers and the objectives are identified, elaborated and analyzed at the start of every phase. Then alternative solutions possible for the phase are proposed in this quadrant.

1. **Identify and resolve Risks**

During the second quadrant all the possible solutions are evaluated to select the best possible solution. Then the risks associated with that solution is identified and the risks are resolved using the best possible strategy. At the end of this quadrant, Prototype is built for the best possible solution.

1. **Development and test**

During the third quadrant, the identified features are developed and verified through testing. At the end of the third quadrant, the next version of the software is available.

1. **Review and plan for the next Phase**

In the fourth quadrant, the Customers evaluate the so far developed version of the software. In the end, planning for the next phase is started.

**Risk Handling in Spiral Model**

A risk is any adverse situation that might affect the successful completion of a software project. The most important feature of the spiral model is handling these unknown risks after the project has started. Such risk resolutions are easier done by developing a prototype. The spiral model supports coping up with risks by providing the scope to build a prototype at every phase of the software development.

**PLANNING**

**2.6 PERT CHART**

A PERT chart is a graphic representation of a project’s schedule, showing the sequence of tasks, which tasks can be performed simultaneously, and the critical path of tasks that must be completed on time in order for the project to meet its completion deadline.A PERT chart can document an entire project or a key phase of a project.

The chart allows a team to avoid unrealistic timetables and schedule expectations, to help identify and shorten tasks that are bottlenecks, and to focus attention on most critical tasks. Because it is primarily a project-management tools, a PERT chart is most useful for planning and tracking entire projects or for scheduling and tracking the implementation phase of a planning or improvement effort.

**PERT CHART**

|  |  |
| --- | --- |
| Initial Study | |
| 20-06-2021 | 24-06-2021 |

|  |  |
| --- | --- |
| Requirement Analysis | |
| 24-06-2021 | 1-07-2021 |

|  |  |
| --- | --- |
| Design | |
| 1-07-2021 | 12-07-2021 |

|  |  |
| --- | --- |
| Coding | |
| 18-07-2021 | 01-08-2021 |

|  |  |
| --- | --- |
| Testing | |
| 07-08-2021 | 17-08-2021 |

|  |  |
| --- | --- |
| Final Document | |
| 17-08-2021 | 24-08-2021 |

**Figure 2.2**

**2.7 GANTT CHART**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Weeks | | | | | | | | | | | | | | |
|  | Tasks | 1 | 2 | | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 1 | Initial Study |  | |  | | | | | | | | | | | | |
| 2 | Requirement Analysis |  | |  | | |  | | | | | | | | | |
| 3 | Design |  | | | | |  | |  | | | | | | | |
| 4 | Coding |  | | | | | | |  | | | |  | | | |
| 5 | Testing and Implementation |  | | | | | | | | | | |  | |  | |
| 6 | Final Document |  | | | | | | | | | | | | |  | |

**Figure 2.3**

**3.SYSTEM DESIGN**

**3.1 System Specification**

**Hardware requirements:**

* Hard Disk: 500 GB and above.
* RAM: 8 GB and above.
* System: i5 Processor and above.

**3.2 Data Flow Diagrams**

**Data Flow Diagrams (DFD)**

A Data Flow Diagram is graphical aid for defining systems input, process and outputs. It represents increasing information flow and function details.

A DFD shows the flow of data through a system. A system may be an organization, a manual procedure, software system, mechanical system, a hardware system or any combinations of these. A DFD shows the movement of data through different processes in the system DFD’s are made of a number of symbols, which represents system components like process, data flow and external entities.

1. **Process**

Process show that systems do each process can have one or more inputs or outputs. A process in DFD is represented as hollow cylinder. And each process has unique name and number.

**b)Data Store**

A file or data store is repository of data. Each data store is represented by an open sided rectangle and each store and has unique name. The symbol of data store is.

1. **External Entities**

External entities are outside the system but they either supply input into system or use the system output. They may be an organization’s customer or others which system interacts. External entities, which supply data to the system, are sometimes called as ‘sinks’. These are represented by a rectangle in the DFD

1. **Data Flow**

Data flow indicates the passage of data in the system, from where the data flows. It is indicated by an arrow which indicates the direction of flow. The arrow is labeled by the name of the data flow.

Flow of data in the system could be any one of the following:

* From a data store to a process.
* From source to process.
* From a process to a sink.

**Context Level DFD of the proposed system:**

PDF File Voice

Users

Users

**Figure 3.1**

**Top Level DFD:**

Authentication DB

REDIRECT TO LOGIN PAGE

USER INFO

MAIL ID,PASSWORD

CONTROLS

ADMIN INFO

USERS

ADMIN

MAIL ID,PASSWORD

**Figure 3.2**

**3.3Use Case Diagram**

Users

**Figure 3.3**

**3.4 Entity Relationship**

**Diagram:**

Signup

Signin

Manages

Home

**Figure 3.4**

**4.SYSTEM IMPLEMENTATION**

**4.1 System Specification**

**Hardware Requirements**

* System: i5 Processor and above.
* Hard Disk: 500 GB and above.
* RAM: 8 GB and above.

**Software Requirements:**

* Operating system**:** Windows
* Coding language**:** Android SDK, JavaScript
* IDE:Android Studio.
* Code-Editor: Visual Studio Code
* Backend Service: Firebase.

**Runtime Environment:**

* Device : Smartphone / Tablet.
* OS: Android.
* Minimum Version : 4.4 Android Kitkat.

**Tools and Languages:**.

* I**DE**

1..Android Studio

* **Front End**

1.React Native

2.HTML, CSS, JavaScript

* **Middleware**

1.Java

2.Android SDK

3.Node js

* **Backend Services**

1.Firebase

2.GitHub Pages

**4.2 TECHNOLOGY USED**

1. **React Native:-**

React Native is a JavaScript framework for writing real, natively rendering mobile applications for iOS and Android. It’s based on React, Facebook’s JavaScript library for building user interfaces, but instead of targeting the browser, it targets mobile platforms. In other words: web developers can now write mobile applications that look and feel truly “native,” all from the comfort of a JavaScript library that we already know and love. Plus, because most of the code you write can be shared between platforms, React Native makes it easy to simultaneously develop for both Android and iOS −

* **React has wider audience** – You don’t have to decide which audience to target, i.e. iOS or Android users, as cross platform software runs on both, which gives you access to wider user base.
* **Platform consistency** – There are some navigation and design differences between iOS and Android, which – in cross-platform development – are dealt with by default, thanks to the shared codebase, This helps with creating a consistent app brand identity on both platform with less effort than if build on native.

Similar to React for the Web, React Native applications are written using a mixture of JavaScript and XML-esque markup, known as JSX. Then, under the hood, the React Native “bridge” invokes the native rendering APIs in Objective-C (for iOS) or Java (for Android). Thus, your application will render using real mobile UI components, not webviews, and will look and feel like any other mobile application. React Native also exposes JavaScript interfaces for platform APIs, so your React Native apps can access platform features like the phone camera, or the user’s location.

1. **Java:-**

Java is a general-purpose computer **programming language** that is [concurrent](https://howtodoinjava.com/java-concurrency-tutorial/), class-based, [object-oriented](https://howtodoinjava.com/oops/object-oriented-principles/), and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers **“write once, run anywhere” (WORA)**, meaning that compiled Java code can run on all platforms that support Java without the need for recompilation.

For example, you can write and compile a Java program on UNIX and run it on Microsoft Windows, Macintosh, or UNIX machine without any modifications to the source code. WORA is achieved by compiling a Java program into an intermediate language called **byte code**. The format of byte code is platform-independent. A virtual machine, called the [Java Virtual Machine (JVM)](https://howtodoinjava.com/java/basics/jdk-jre-jvm/), is used to run the byte code on each platform.

1. **Javascript :-**

**JavaScript** , often abbreviated as **JS**, is a [programming language](https://en.wikipedia.org/wiki/Programming_language) that conforms to the [ECMAScript](https://en.wikipedia.org/wiki/ECMAScript) specification. JavaScript is [high-level](https://en.wikipedia.org/wiki/High-level_programming_language), often [just-in-time compiled](https://en.wikipedia.org/wiki/Just-in-time_compilation), and [multi-paradigm](https://en.wikipedia.org/wiki/Programming_paradigm). It has [curly-bracket syntax](https://en.wikipedia.org/wiki/List_of_programming_languages_by_type#Curly-bracket_languages), [dynamic typing](https://en.wikipedia.org/wiki/Dynamic_typing), [prototype-based](https://en.wikipedia.org/wiki/Prototype-based_programming) [object-orientation](https://en.wikipedia.org/wiki/Object-oriented_programming), and [first-class functions](https://en.wikipedia.org/wiki/First-class_function).

Alongside [HTML](https://en.wikipedia.org/wiki/HTML) and [CSS](https://en.wikipedia.org/wiki/CSS), JavaScript is one of the core technologies of the [World Wide Web](https://en.wikipedia.org/wiki/World_Wide_Web), Over 97% of [websites](https://en.wikipedia.org/wiki/Website) use it [client-side](https://en.wikipedia.org/wiki/Client-side) for [web page](https://en.wikipedia.org/wiki/Web_page) behavior, often incorporating third-party [libraries](https://en.wikipedia.org/wiki/Library_(computing)).Most [web browsers](https://en.wikipedia.org/wiki/Web_browser) have a dedicated [JavaScript engine](https://en.wikipedia.org/wiki/JavaScript_engine) to execute the code on the [user](https://en.wikipedia.org/wiki/User_(computing))'s device.

As a multi-paradigm language, JavaScript supports [event-driven](https://en.wikipedia.org/wiki/Event-driven_programming), [functional](https://en.wikipedia.org/wiki/Functional_programming), and [imperative](https://en.wikipedia.org/wiki/Imperative_programming) [programming styles](https://en.wikipedia.org/wiki/Programming_paradigm). It has [application programming interfaces](https://en.wikipedia.org/wiki/Application_programming_interface) (APIs) for working with text, dates, [regular expressions](https://en.wikipedia.org/wiki/Regular_expression), standard [data structures](https://en.wikipedia.org/wiki/Data_structure), and the [Document Object Model](https://en.wikipedia.org/wiki/Document_Object_Model) (DOM).

1. **Node js:-**

Node.js is an [open-source](https://en.wikipedia.org/wiki/Open-source_software), [cross-platform](https://en.wikipedia.org/wiki/Cross-platform), [JavaScript](https://en.wikipedia.org/wiki/JavaScript) runtime environment that executes JavaScript code outside of a [web browser](https://en.wikipedia.org/wiki/Web_browser). Node.js lets developers use JavaScript to write command line tools and for [server-side scripting](https://en.wikipedia.org/wiki/Server-side_scripting)—running scripts server-side to produce [dynamic web page](https://en.wikipedia.org/wiki/Dynamic_web_page) content before the page is sent to the user's web browser. Consequently, Node.js represents a "JavaScript everywhere" paradigm, unifying [web-application](https://en.wikipedia.org/wiki/Web_application) development around a single programming language, rather than different languages for server- and client-side scripts.

Though .js is the standard [filename extension](https://en.wikipedia.org/wiki/Filename_extension) for JavaScript code, the name "Node.js" doesn't refer to a particular file in this context and is merely the name of the product. Node.js has an [event-driven architecture](https://en.wikipedia.org/wiki/Event-driven_architecture) capable of [asynchronous I/O](https://en.wikipedia.org/wiki/Asynchronous_I/O). These design choices aim to optimize [throughput](https://en.wikipedia.org/wiki/Throughput) and [scalability](https://en.wikipedia.org/wiki/Scalability) in web applications with many input/output operations, as well as for [real-time Web](https://en.wikipedia.org/wiki/Real-time_Web) applications (e.g., [real-time communication](https://en.wikipedia.org/wiki/Real-time_communication) programs and [browser games](https://en.wikipedia.org/wiki/Browser_game)). The Node.js [distributed development](https://en.wikipedia.org/wiki/Distributed_development) project was previously governed by the Node.js Foundation, and has now merged with the [JS Foundation](https://en.wikipedia.org/wiki/JS_Foundation) to form the [OpenJS Foundation](https://en.wikipedia.org/wiki/OpenJS_Foundation), which is facilitated by the [Linux Foundation](https://en.wikipedia.org/wiki/Linux_Foundation)'s Collaborative Projects program.

1. **HTML:-**

The **HyperText Markup Language**, or **HTML** is the standard [markup language](https://en.wikipedia.org/wiki/Markup_language) for documents designed to be displayed in a [web browser](https://en.wikipedia.org/wiki/Web_browser). It can be assisted by technologies such as [Cascading Style Sheets](https://en.wikipedia.org/wiki/Cascading_Style_Sheets) (CSS) and [scripting languages](https://en.wikipedia.org/wiki/Scripting_language) such as [JavaScript](https://en.wikipedia.org/wiki/JavaScript).

[Web browsers](https://en.wikipedia.org/wiki/Web_browser) receive HTML documents from a [web server](https://en.wikipedia.org/wiki/Web_server) or from local storage and [render](https://en.wikipedia.org/wiki/Browser_engine) the documents into multimedia web pages. HTML describes the structure of a [web page](https://en.wikipedia.org/wiki/Web_page) [semantically](https://en.wikipedia.org/wiki/Semantic_Web) and originally included cues for the appearance of the document.

[HTML elements](https://en.wikipedia.org/wiki/HTML_element) are the building blocks of HTML pages. With HTML constructs, [images](https://en.wikipedia.org/wiki/HTML_element#Images_and_objects) and other objects such as [interactive forms](https://en.wikipedia.org/wiki/Fieldset) may be embedded into the rendered page. HTML provides a means to create [structured documents](https://en.wikipedia.org/wiki/Structured_document) by denoting structural [semantics](https://en.wikipedia.org/wiki/Semantics) for text such as headings, paragraphs, lists, [links](https://en.wikipedia.org/wiki/Hyperlink), quotes and other items.

1. **Firebase:**

**Firebase** is a Backend-as-a-Service (Baas). It provides developers with a variety of tools and services to help them develop quality apps, grow their user base, and earn profit. It is built on Google’s infrastructure. Firebase is categorized as a [NoSQL](https://www.educative.io/edpresso/whats-the-difference-betweensql-and-nosql) database program, which stores data in JSON-like documents.

In Firebase, a document is a set of key-value pairs defined by a schema. A group of documents makes up a collection.

**Key Features**

1. **Authentication:**

It supports authentication using passwords, phone numbers, Google, Facebook, Twitter, and more. The Firebase Authentication (SDK) can be used to manually integrate one or more sign-in methods into an app.

### Real-time database:

Data is synced across all clients in real-time and remains available even when an app goes offline. It uses JSON tree to save the data.

1. **Cloud Firestore:**

Cloud Firestore is a cloud-hosted, NoSQL database that your ios, android, and web app can access directly via native SDKs. It uses document/collection model to save the data

### Hosting:

Firebase Hosting provides fast hosting for a web app; content is cached into content delivery networks worldwide.

### Test lab:

The application is tested on virtual and physical devices located in Google’s data centers.

### Cloud Messaging:

Firebase Cloud Messaging, formerly known as Google Cloud Messaging, is a cross-platform cloud solution for messages and notification for Android, iOS, and Web application, which currently can be used at no cost.

1. **Android SDK:**

Every time Google releases a new version of Android, a corresponding SDK is also released. To be able to write programs with the latest features, developers must download and install each version’s SDK for the particular phone.

The development platforms that are compatible with SDK include operating systems like Windows (XP or later), Linux (any recent Linux distribution) and Mac OS X (10.4.9 or later). The components of Android SDK can be downloaded separately. Third party add-ons are also available for download.

Although the SDK can be used to write Android programs in the command prompt, the most common method is by using an integrated development environment (IDE). The recommended IDE is Eclipse with the Android Development Tools (ADT) plug-in. However, other IDEs, such as NetBeans or IntelliJ, will also work. Most of these IDEs provide a graphical interface enabling developers to perform development tasks faster. Since Android applications are written in Java code, a user should have the Java Development Kit (JDK) installed.

**4.3 Code**

**App.js :**

import React from 'react';

import {

  StyleSheet,

} from 'react-native';

import Signup from './Screens/Signup';

import Signin from './Screens/Signin';

import Loading from './Screens/Loading';

import { NavigationContainer } from '@react-navigation/native';

import { createNativeStackNavigator } from '@react-navigation/native-stack';

import Home from './Screens/Home';

const Stack = createNativeStackNavigator();

const App= () => {

  return (

    <>

      <NavigationContainer>

        <Stack.Navigator  screenOptions={{headerShown: false}} >

            <Stack.Screen name="Loading" component={Loading} />

            <Stack.Screen name="Home" component={Home} />

            <Stack.Screen name="Signin" component={Signin} />

            <Stack.Screen name="Signup" component={Signup} />

        </Stack.Navigator>

      </NavigationContainer>

    </>

  );

};

const styles = StyleSheet.create({

 container:{

   flex:1,

   alignItems:"center",

   justifyContent:"center"

 }

});

export default App;

**Signup.js :**

import React, { useState } from 'react';

import {TextInput, Button} from 'react-native-paper';

import {StyleSheet, View,Text,TouchableOpacity, Alert, Linking} from 'react-native'

import firebase from '../config';

const Signup=(props)=>{

    const [email,setEmail]=useState("");

    const [password,setPassword]=useState("");

    const [cpassword,setCPassword]=useState("");

    const signUp=(props)=>{

        console.log(email,password,cpassword)

        if(password===cpassword)

        {

            firebase.auth().createUserWithEmailAndPassword(email,password)

            .then(user=>{

                props.navigation.replace("Home")

            })

            .catch(err=>{

                console.log(err)

                if(! err.message.includes("undefined is not an object")){

                    Alert.alert(err.message)

                }

            })

        }else{

            Alert.alert("Password not matching")

        }

    }

    const googleSignin=()=>{

        var provider = new firebase.auth.GoogleAuthProvider();

        firebase.auth().signInWithPopup(provider)

        .then(result=>{

            console.log(result)

        })

        .catch(error=>{

            console.log(error)

        })

    }

    return(

        <View style={styles.container}>

            <Text style={{textAlign:'center',fontSize:66,marginBottom:10,fontFamily:"CinzelDecorative-Bold",color:"#f5a105",textDecorationLine:"underline"}}>Aural</Text>

        <View style={styles.content}>

            <TextInput

                autoCapitalize="none"

                autoCompleteType="email"

                label="Email"

                mode="outlined"

                value={email}

                onChangeText={text => setEmail(text)}

                />

            <TextInput

                style={{marginTop:15}}

                label="Password"

                mode="outlined"

                secureTextEntry

                value={password}

                onChangeText={text => setPassword(text)}

                />

            <TextInput

                style={{marginTop:15}}

                label="Confirm Password"

                mode="outlined"

                secureTextEntry

                value={cpassword}

                onChangeText={text => setCPassword(text)}

                />

            <Button onPress={()=>signUp()} style={{marginTop:15}} mode="contained">Sign-Up</Button>

            <TouchableOpacity style={{marginTop:15}}>

                <Text onPress={()=>props.navigation.replace("Signin")} style={{textAlign:"center",color:"white",fontFamily:"JuliusSansOne-Regular"}}>Already have an account ?</Text>

            </TouchableOpacity>

        </View>

            <Text onPress={()=>Linking.openURL("https://mallikarjunrayar.co.vu")} style={{color:"white",fontFamily:"LibreBarcode39Text-Regular",marginTop:30,fontSize:24}}>Mallikarjun</Text>

        </View>

    )

}

const styles = StyleSheet.create({

    content:{

      width:"90%",

    },

    container:{

        backgroundColor:"rgb(42, 43, 46)",

        flex:1,

        alignItems:"center",

        justifyContent:"center"

      },

      googleButton:{

          maxWidth:"50%",

          alignSelf:"center",

          marginTop:10

      }

   });

export default Signup;

**Signin.js :**

import React, { useState } from 'react';

import {TextInput, Button} from 'react-native-paper';

import {StyleSheet, View,TouchableOpacity,Text, Alert, Linking} from 'react-native'

import firebase from '../config';

const Signin=(props)=>{

    const [email,setEmail]=useState("")

    const [password,setPassword]=useState("")

    const userSignIn=()=>{

        firebase.auth().signInWithEmailAndPassword(email,password)

        .then(user=>{

            props.navigation.replace("Home")

        })

        .catch(err=>{

            console.log(err)

            Alert.alert(err.message);

        })

    }

    return(

        <View style={styles.container}>

            <Text style={{textAlign:'center',fontSize:66,marginBottom:10,fontFamily:"CinzelDecorative-Bold",color:"#f5a105",textDecorationLine:"underline"}}>Aural</Text>

        <View style={styles.content}>

            <TextInput

                autoCapitalize="none"

                autoCompleteType="email"

                label="Email"

                mode="outlined"

                value={email}

                onChangeText={text => setEmail(text)}

                />

            <TextInput

                style={{marginTop:15}}

                label="Password"

                mode="outlined"

                value={password}

                secureTextEntry

                onChangeText={text => setPassword(text)}

                />

            <Button onPress={()=>{userSignIn()}} style={{marginTop:15}} mode="contained"  > Sign-In</Button>

            <TouchableOpacity style={{marginTop:15}}>

                <Text onPress={()=>props.navigation.replace("Signup")} style={{textAlign:"center",color:"white",fontFamily:"JuliusSansOne-Regular"}}>Don't have account ? Create here</Text>

            </TouchableOpacity>

        </View>

            <Text onPress={()=>Linking.openURL("https://mallikarjunrayar.co.vu")} style={{color:"white",fontFamily:"LibreBarcode39Text-Regular",marginTop:30,fontSize:24}}>Mallikarjun</Text>

        </View>

    )

}

const styles = StyleSheet.create({

    content:{

      width:"90%"

    },

    container:{

        backgroundColor:"rgb(42, 43, 46)",

        flex:1,

        alignItems:"center",

        justifyContent:"center"

      }

   });

export default Signin;

**Loading.js :**

import React, { useEffect } from 'react';

import {

  StyleSheet,

  ActivityIndicator

} from 'react-native';

import firebase from '../config'

const Loading= (props) => {

  useEffect(()=>{

    firebase.auth().onAuthStateChanged(user=>{

      if(user){

        props.navigation.replace("Home");

      }else{

        props.navigation.replace("Signup");

      }

    })

  },[])

  return (

    <>

      <ActivityIndicator style={styles.loading} size='large' color='blue' />

    </>

  );

};

const styles = StyleSheet.create({

    loading:{

        flex:1,

        justifyContent:"center",

        alignItems:'center'

    }

});

export default Loading;

**Home.js :**

import React from 'react';

import { Alert, Linking,StyleSheet, View } from 'react-native';

import { Button, Text } from 'react-native-paper';

import firebase from '../config';

const Home=(props)=>{

 const redirect=()=>{

        try{

            Linking.openURL("https://manojrayar.github.io/converter")

        }

        catch(e){

            Alert.alert("Something went wrong",e)

        }

    }

    const signOut=()=>{

        firebase.auth().signOut().then(()=>{

            Alert.alert("Signned out")

            props.navigation.replace("Signin")

        })

        .catch(err=>{

            console.log(err)

            Alert.alert(err.message)

        })

    }

    return(

        <View style={styles.container}>

            <Text style={{textAlign:'center',fontSize:66,marginBottom:10,fontFamily:"CinzelDecorative-Bold",color:"#f5a105",textDecorationLine:"underline"}}>Aural</Text>

            <Button mode="contained" style={{marginBottom:30}}  onPress={()=>{redirect()}}> <Text style={{fontSize:24,color:"white",fontFamily:"JuliusSansOne-Regular"}}> Click here to listen PDF's </Text> </Button>

            <Button mode="contained" style={{opacity:1}} color="#b00020"  onPress={()=>{signOut()}}>Sign-out</Button>

        </View>

    )

}

const styles = StyleSheet.create({

    container:{

        backgroundColor:"rgb(42, 43, 46)",

        flex:1,

        alignItems:"center",

        justifyContent:"center",

    }

})

export default Home ;

**Package.json :**

{

  "name": "aural",

  "version": "0.0.1",

  "private": true,

  "scripts": {

    "android": "react-native run-android",

    "ios": "react-native run-ios",

    "start": "react-native start",

    "test": "jest",

    "lint": "eslint ."

  },

  "dependencies": {

    "@react-navigation/native": "^6.0.2",

    "@react-navigation/native-stack": "^6.0.5",

    "firebase": "^8.9.1",

    "react": "17.0.1",

    "react-google-button": "^0.7.2",

    "react-native": "0.64.2",

    "react-native-paper": "^4.9.2",

    "react-native-safe-area-context": "^3.3.0",

    "react-native-screens": "^3.5.0",

    "react-native-webview": "^11.13.0"

  },

  "devDependencies": {

    "@babel/core": "^7.12.9",

    "@babel/runtime": "^7.12.5",

    "@react-native-community/eslint-config": "^2.0.0",

    "babel-jest": "^26.6.3",

    "eslint": "7.14.0",

    "jest": "^26.6.3",

    "metro-react-native-babel-preset": "^0.64.0",

    "react-test-renderer": "17.0.1"

  },

  "jest": {

    "preset": "react-native"

  }

}

**Index.html :**

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/css/materialize.min.css">

    <link rel="stylesheet" href="./css/style.css">

    <title>Document</title>

</head>

<body>

    <div class="container">

          <form action="#">

            <div class="file-field input-field">

              <div class="btn">

                <span>PDF-File</span>

                <input type="file" accept="application/pdf" id="input" />

              </div>

              <div class="file-path-wrapper">

                <input class="file-path validate" type="text">

              </div>

            </div>

          </form>

          <div class="row">

              <div class="input-field col s6">

                <input placeholder="eg: 1" id="pageno" type="number" class="validate" value="1">

                <label for="first\_name">Page Number</label>

              </div>

              <div class="col s6">

                <form action="#">

                    <p class="range-field">

                      <label for="rate">Rate</label>

                      <input type="range" min="0.1" max="10" value="1" id="rate" step="0.1" />

                      <span id="rate-label" class="ms-2">1</span>

                    </p>

                  </form>

              </div>

          </div>

          <div class="row">

            <button class="btn waves-effect" id="speak">Listen</button>

            <button class="btn waves-effect" id="cancel">Stop</button>

          </div>

    </div>

<script src="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/js/materialize.min.js">

</script>

    <script src="https://cdn.jsdelivr.net/npm/pdfjs-dist@2.9.359/build/pdf.min.js"></script>

    <script src="./js/app.js"></script>

</body>

</html>

**converter.js :**

let speech = new SpeechSynthesisUtterance();

speech.lang = "en";

let voices = [];

window.speechSynthesis.onvoiceschanged = () => {

  voices = window.speechSynthesis.getVoices();

  speech.voice = voices[0];

  var elems = document.querySelectorAll('select');

  var instances = M.FormSelect.init(elems);

};

document.querySelector("#rate").addEventListener("input", () => {

    const rate = document.querySelector("#rate").value;

    speech.rate = rate;

    document.querySelector("#rate-label").innerHTML = rate;

  });

 var PDF\_URL = './resume.pdf';

 const inputElement = document.getElementById("input");

 inputElement.addEventListener("change", handleFiles, false);

 function handleFiles() {

     const fileList = this.files;

     console.log(fileList[0].name)

     PDF\_URL=fileList[0].name

     \_OBJECT\_URL = URL.createObjectURL(fileList[0])

 }

 function getPageText(pageNum, PDFDocumentInstance) {

 return new Promise(function (resolve, reject) {

         PDFDocumentInstance.getPage(pageNum).then(function (pdfPage) {

             pdfPage.getTextContent().then(function (textContent) {

                 var textItems = textContent.items;

                 var finalString = "";

                 for (var i = 0; i < textItems.length; i++) {

                     var item = textItems[i];

                     finalString += item.str + " ";

                 }

                 resolve(finalString);

             });

         });

     });

 }

 document.getElementById('speak').addEventListener('click', function () {

     var loadingTask = pdfjsLib.getDocument({url:\_OBJECT\_URL})

     loadingTask.promise.then(PDFDocumentInstance => {

         var totalPages = PDFDocumentInstance.numPages;

         document.getElementById('pageno').setAttribute('max',totalPages)

         var pageNumber =parseInt(document.getElementById('pageno').value);

         console.log( typeof(pageNumber) )

         getPageText(pageNumber, PDFDocumentInstance).then(function (textPage) {

             speech.text = textPage.toLowerCase() ;

             window.speechSynthesis.speak(speech);

             console.log(textPage.toLowerCase());

         });

     })

 })

 document.querySelector("#cancel").addEventListener("click", () => {

     console.log("Stoped")

    window.speechSynthesis.cancel();

  });

**Style.css :**

\*{

    color: white;

}

body{

    background-color:#2a2b2e;

}

.btn{

    background-color: #661fff8a;

}

}

**5.SYSTEM EVALUATION**

**5.1 Software Testing:**

The primary and larger objective of testing is to deliver quality software. Quality software is one that is devoid of error and meets with customer’s stated requirements.

If errors are found, then the software must be debugged to locate these errors in the various parts of the program. Corrections are then made. The program/system must be tested once again after corrections have been implemented – this time with additional objective of finding out whether or not corrections in one part of the system have introduced any new errors elsewhere in the system.

Once all errors are found, then another objective must be accomplished that is to check whether or not the system is doing what it is supposed to do. So another aspect of testing is that it must also ensure that the system meets with user requirements.

Here are some of the testing techniques.

**1.** Unit Testing

**2.** Integration Testing

**3.** Module Testing

**4.** Subsystem Testing

**5.** Black Box Testing

**6.** White Box Testing

**7.** Equivalence Partitioning

**8.** Ad-hoc Testing

**9.** Boundary Value Analysis

The Testing Technique used in this project is as follows.

**1. Unit Testing**

Unit testing is performed by the developers before the setup is handed over to the testing team to formally execute the test cases. Unit testing is performed by the respective developers on the individual units of sources code assigned areas. The developers use test data of the quality assurance team. Unit testing is performed on each of the modules like top trending tweets,retweets,user information etc.

The goal of unit testing is to isolate each part of the program and show that individual parts are correct in terms of requirements and functionality.

**2. Integration Testing**

The testing of combined parts of an application to determine if they function correctly together is Integration testing. There are two methods of doing Integration Testing bottom-up Integration testing and Top down Integration testing.

**Bottom-up**

1. This testing begins with unit testing, followed by tests of progressively higher-level combinations of units called modules or builds.

**Top-Down**

1. This testing, the highest-level modules are tested first and progressively lower-level modules are tested after that.

In a comprehensive software development environment, bottom-up testing is usually done first, followed by top-down testing. The process concludes with multiple tests in the complete application, preferably in scenarios designed to mimic those it will encounter in customer’s computers, systems and network. Integration testing is performed on user information module to check whether each of the components work in proper manner when they are combined.

**3. Module Testing**

Module testing is the testing of complete code objects as produced by the compiler when built from source. It is a collection of independent components such as an object class, an abstract data-type or some loser collection of procedures and functions. A module encapsulates related components so can be tested without other modules. Module testing is done on pie chart, histogram etc.

**4. Sub System Testing**

This phase of testing involves collecting of modules, which have been integrated into subsystems. Subsystems may be independently designed and implemented. The most common problems, which arise in the large software systems, are sub system interface mismatches. The subsystem test process should therefore concentrate on the detection of interface errors by rigorously exercising these interfaces.

**5. System testing**

System testing is the testing of behaviour of a complete and fully integrated software product based on the software requirements specification (SRS) document. In main focus of this testing is to evaluate functional end user requirements.

**5.2 Test Cases**

**POSITIVE TESTING OF LOGIN FUNCTIONALITY:**

Testing for **Login** Functionality with valid email and password.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Test**  **Case ID** | **Test**  **Title** | **Description** | **Input Data** | **TestCase Steps** | **Expected Result** | **Actual Result** | **Status** |
| 1 | User  Signin | Testing Signin functionality of User successful Sigin | Valid Email  Valid Password | 1.Open the app and enter  2.Type valid email id in email section  3.Enter Valid Password  4.Click on Signin | Home screen | Siggned in to app, Home Screen visible | Test Case Passed |

Testing under **Signin** functionality with Valid Email and Incorrect Password.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Test**  **Case ID** | **Test**  **Title** | **Description** | **Input Data** | **TestCase Steps** | **Expected Result** | **Actual Result** | **Status** |
| 2 | User | Testing Signin functionality of User for unsuccessful Sigin | Valid Email  Invalid Password | 1.Open the app  2.Type valid email id in email section  3.Enter Invalid Password  4.Click Signin | Display Error Invalid Password | Display Error | Test Case Passed |

**NEGATIVE TESTING OF LOGIN FUNCTIONALITY**

Testing under **Signin** functionality with Invalid Email and Password.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Test**  **Case ID** | **Test**  **Title** | **Description** | **Input Data** | **Test Case Steps** | **Expected Result** | **Actual Result** | **Status** |
| 3 | User Signin | Testing Signin functionality of User for unsuccessful signin with blank Email and blank Password | Blank  Email  Blank Password | 1.Open the app  2.Type blank email id in email section | Display Error  Enter Valid Id | Display Error | Test Case Passed |

**POSITIVE TESTING OF REGISTRATION FUNCTIONALITY:**

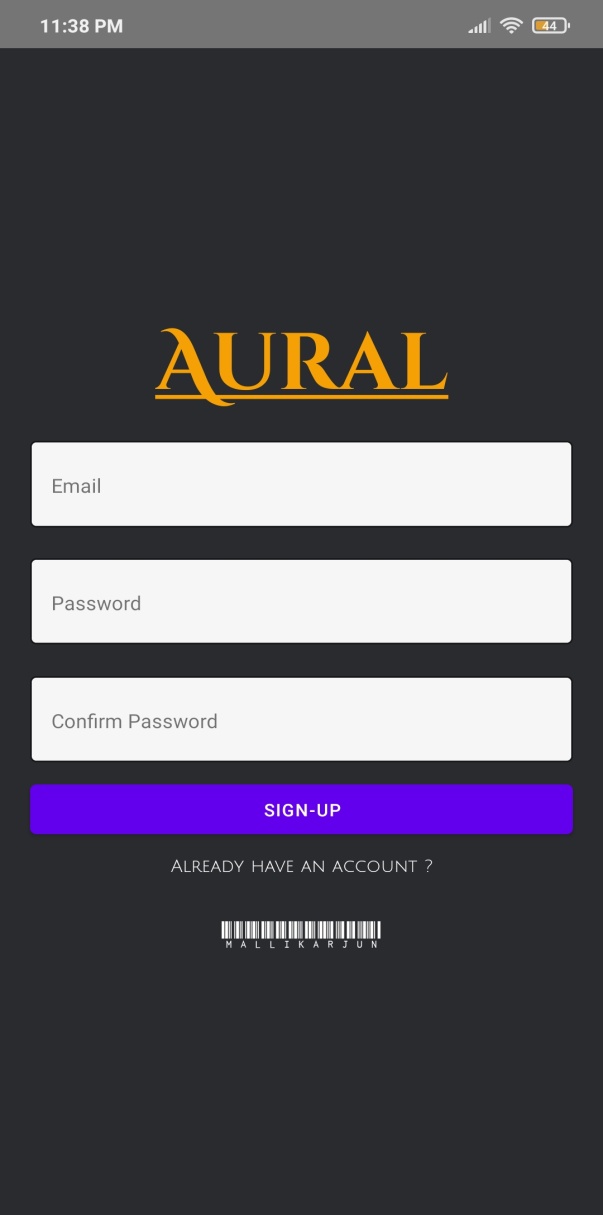
Testing under **Registration/Signup**  functionality with following details in **Aural app**.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Test**  **Case ID** | **Test**  **Title** | **Description** | **Input Data** | **TestCase Steps** | **Expected Result** | **Actual Result** | **Status** |
| 4 | User registration /Signup | Testing Register  functionality of User  for successful register | Valid Email, Usernam,Password | 1.Open the app .  2.On the Signin Page click on the “don’t have an account create here”  3.Type valid Email,  Password. | Users email Id and verified,  Redirect to Home screen | User registered/Signup inside the app | Test Case Passed |

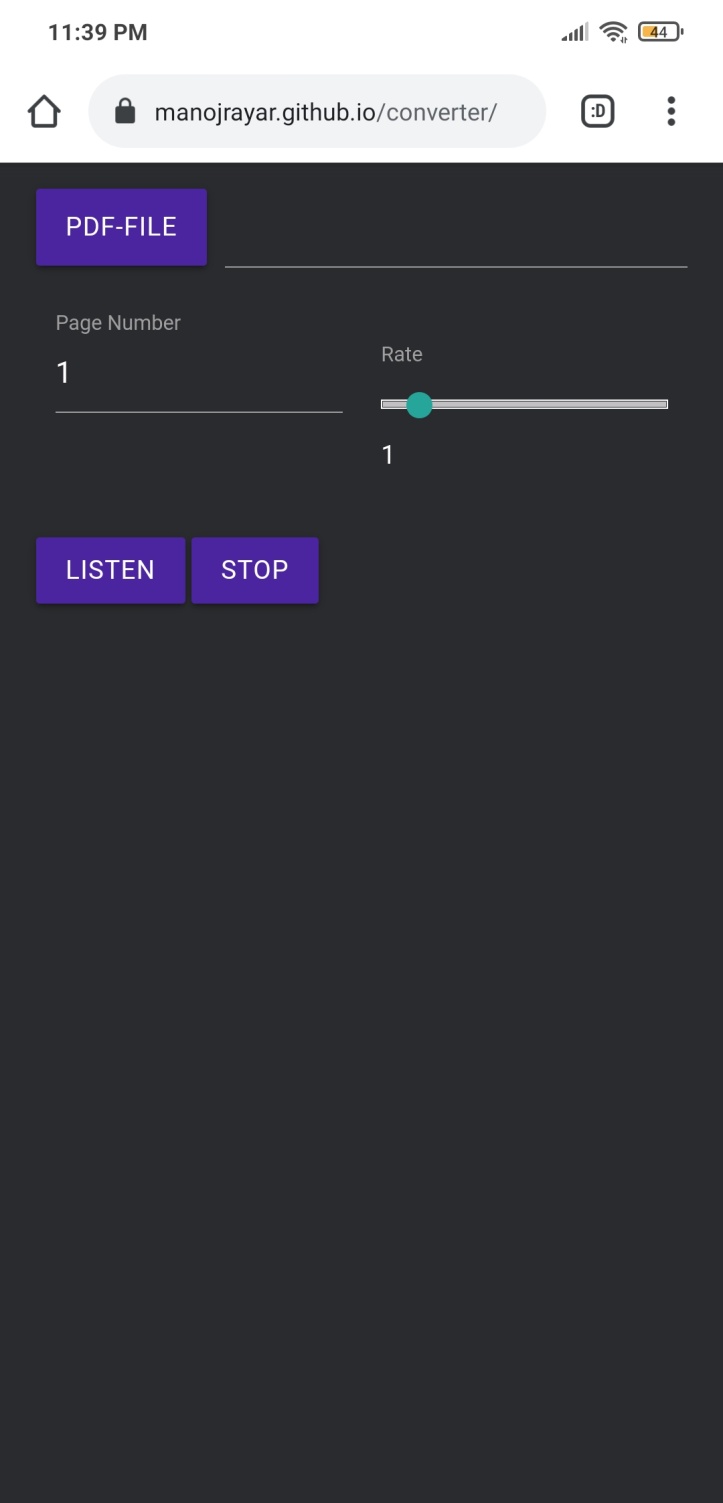
Positive Testing for Aural App

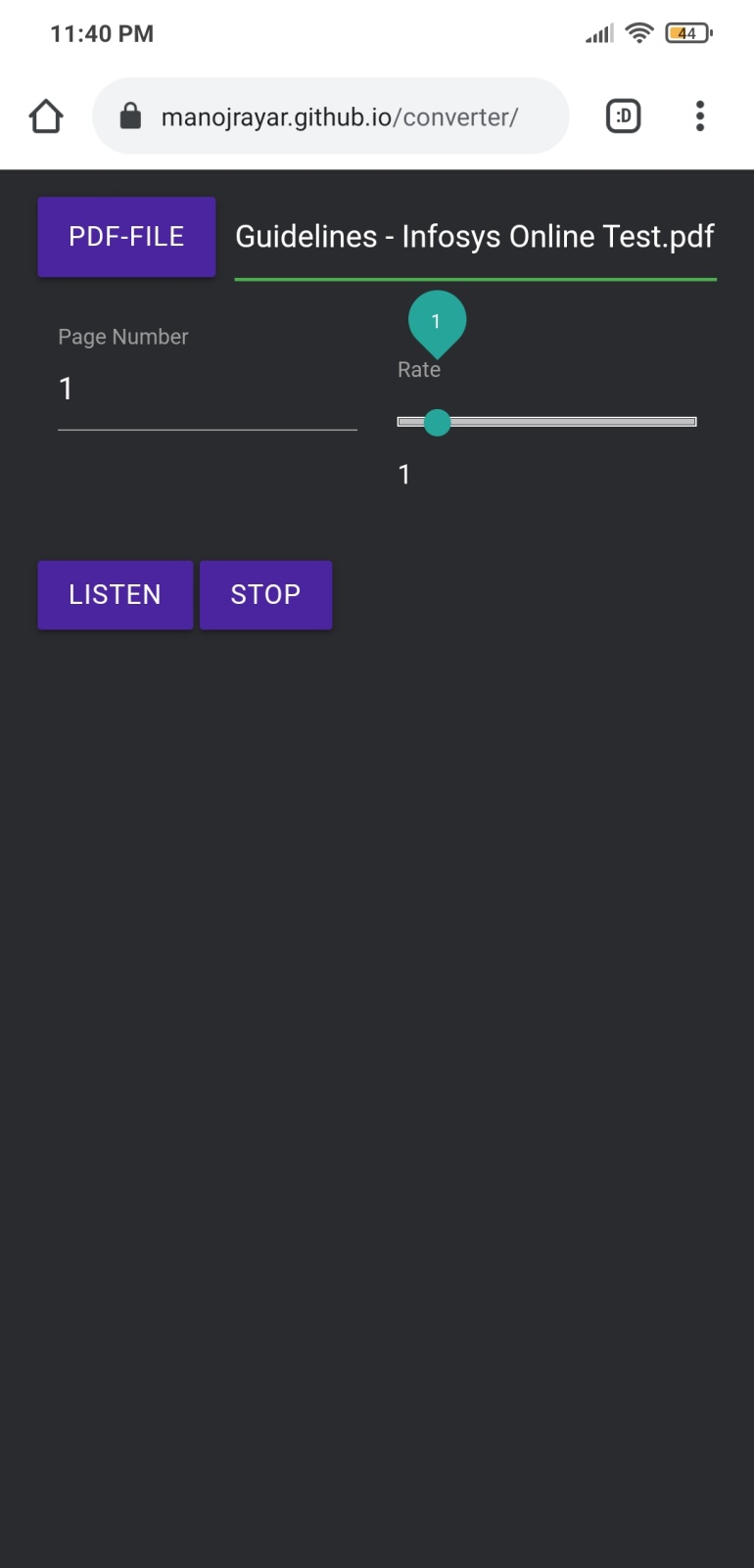
|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Module** | **Sub Module** | **Input Data** | **Expected Result** | **Actual Result** | **Status** |
| 1. | PDF Module | Selecting File | Valid PDF file | Display selected file name | PDF file name displayed | Pass |
| 2. | Register/Signup Module | User register/  Signup | Email, Password | After click on “Signup”  Redirect to Home | User is registered | Pass |
|  |  | Sign in | Click on “Already have an account” | Directed to Signin page | Signin page | Pass |
| 3. | Speed Rate | Audio speed | Select the value in range | Audio speed increased. | Speed increased | Pass |
| 4. | Page Module | Page Number | Enter the page number | Application speak out the selected page. | Speaks the selected page | Pass |
| 5 | Listen Module | Start speaking | Select the PDF, set the rate, enter the page no. | Application reads the PDF file | Able to listen the audio | Pass |
| 6 | Stop Module | Stop speaking | Click on the Stop button | Audio stops | Application stopped reading | Pass |
| 7 | Sign-out Module | Sign-out from App | Click on the Signout button | Signout from the current account and directed at login page | Signout is Successful | Pass |

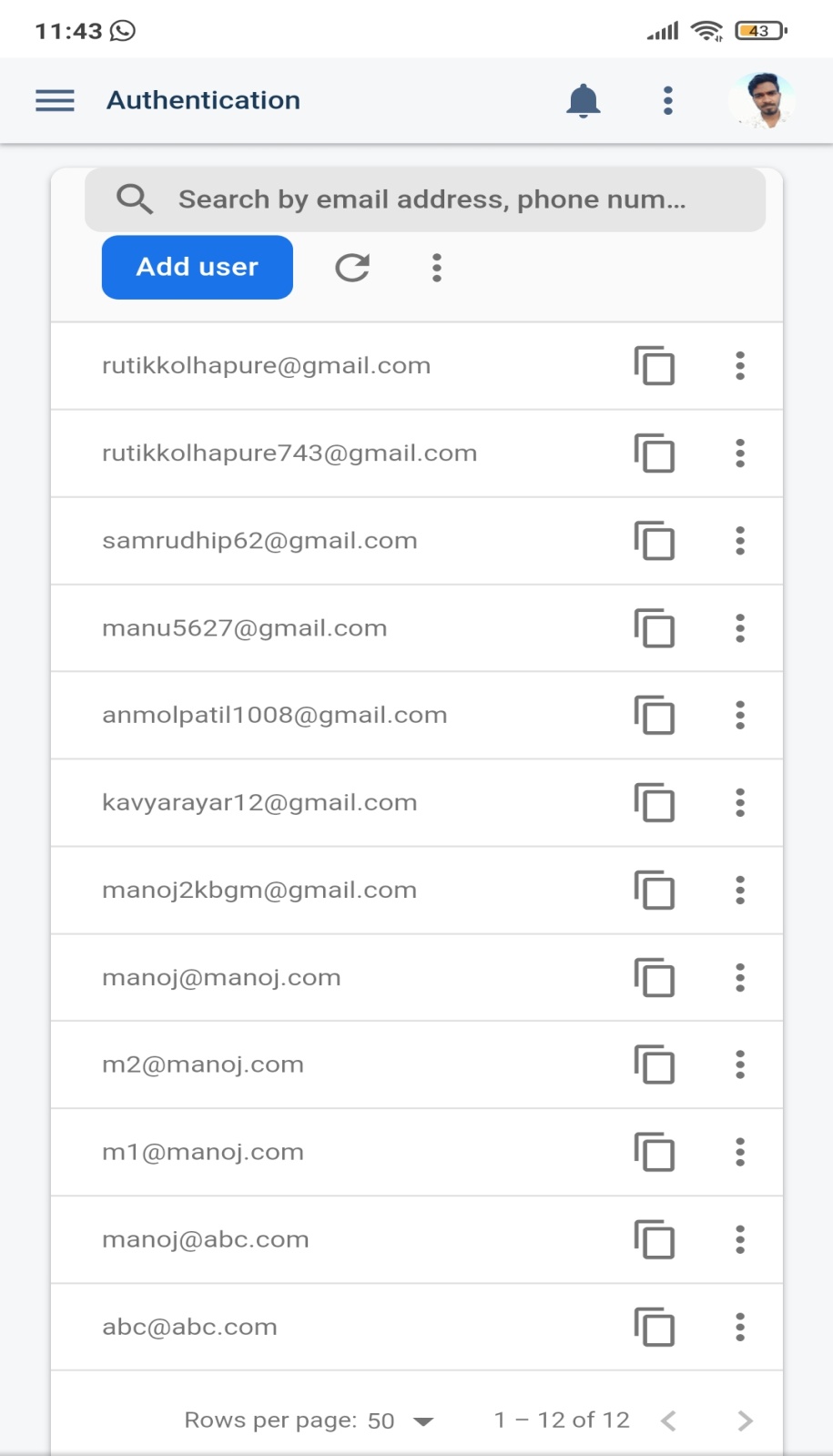
**5.3 Input And Output Screens**











**6.CONCLUSION**

**6.1 Conclusion**

* We studied the efficient use of developing aural app an android application and making the great use of it.
* We focused on the authentication processs and privacy of user and the feasible way of converting PDF to audio.
* We use these results to determine the usage of this application is very easy and everyone can make use of it by easy and feasible ways of conversion.
* Main objective to develop the app was to provide conversion of PDF files to audio format.

**6.2Future Enhancements**

* In our project we can make a way for the user to Signin with Google, Facebook.
* We can implement pattern or biometric authentication for our application.
* In our project the text to audio conversion module can be added to users.
* Real time online transfer of any data can be implemented.
* We can even develop our applications for IOS and Windows Operating System or Devices.

**7. REFERENCES**

**7.1 SITES:**

* Firebase reference:- [https://firebase.google.com/docs/android](https://firebase.google.com/docs/android/setup?gclid=CjwKCAjw7e_0BRB7EiwAlH-goG8jaksLh93eLkYf1-8OBbik5gciX87k-XHfsYSOnPGAU55s0Z6k2xoCAwkQAvD_BwE)
* SpeechSynthesis:- <https://developer.mozilla.org/en-US/docs/Web/API/SpeechSynthesis>
* Node js reference :- <https://nodejs.org/en/docs/>
* React-Native :- <https://reactnative.dev/docs/getting-started>
* React-Native with Firebase tutorials :- <https://www.codersneverquit.in/>
* pdf js :- <https://mozilla.github.io/pdf.js/>

**7.2 BOOKS:**

* Android Studio Development Essential By Neil Smith
* Software engineering seventh edition by Ian Sommerville.