# Project 3 - Synonym Tool

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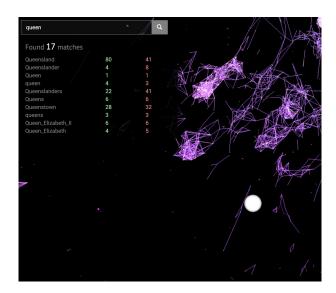






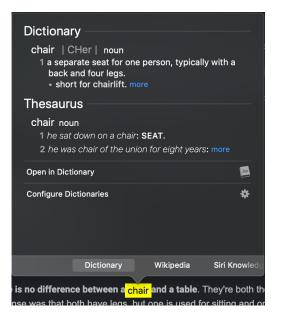
### Introduction

- Motivation
  - Convenience
  - Aesthetics
- Inspiration/Conceptualization
- Constraints
  - Storage
  - AppsScript
  - Number of API calls



Global word embeddings interactive visualization

#### Mac OS force touch dictionary



# Technical Aspects

- Synonym tree
  - Structure
    - Each child node is a direct synonym of its parent
  - Creation of synonym tree
    - Words API to retrieve data
    - Inserted into an array and converted into HTML object for display
  - Definition list
    - User study suggestion
    - Allows users an alternate way to view the content as a list and find definition
- Word frequency
  - Table structure
    - Lists word, frequency, and launcher
  - Launcher allows user to directly modify most frequent words
    - Creates dialogue box to find all instances of the word
    - Allows user to replace words with synonyms
    - Excludes common words

# Code Snippets - Fetching Tree of Synonyms

```
// look at all synonyms of inputted word and add them to ht and comp if they have the same part of speech,
// up to a max of two synonyms
while (p < mainSyn.length && t < 2) {
   if (!comp.includes(mainSyn[p])) {
      var urlPos = 'https://wordsapiv1.p.rapidapi.com/words/' + mainSyn[p] + '/partOfSpeech';
      var responseUrl = UrlFetchApp.fetch(urlPos, params);
      var arUrl = JSON.parse(responseUrl);
      var testPos = arUrl['partOfSpeech'][0];
      if (testPos == POS) {
        ht.push(mainSyn[p]);
      comp.push(mainSyn[p]);
      t++;
    }
   }
   p++;
}</pre>
```

Fetching up to two synonyms of the inputted word

```
for (let r = 0; r < 2; r++) {
  p = 0;
 t = 0:
  var childSyn = 'https://wordsapiv1.p.rapidapi.com/words/' + ht[r] + '/synonyms';
  var responseChild = UrlFetchApp.fetch(childSyn, params);
  var arChild = JSON.parse(responseChild);
  var childSvn = arChild['synonyms'];
 var retAr = [] // stores synonyms of synonyms
  while (p < childSyn.length && t < 4)
   if (!comp.includes(childSyn[p])) {
     var urlPos = 'https://wordsapiv1.p.rapidapi.com/words/' + childSyn[p] + '/part0fSpeech'
     var responseUrl = UrlFetchApp.fetch(urlPos, params);
     var arUrl = JSON.parse(responseUrl);
     var testPos = arUrl['partOfSpeech'][0];
     if (testPos == POS) {
       retAr.push(childSyn[p]);
       comp.push(childSyn[p]);
       t++;
   p++;
  ht.push(retAr);
return ht:
```

Fetching up to four synonyms of the previous synonyms

# Code Snippets - Finding and Replacing Words

```
function getWordLocationsAndSentence(word) {
   var body = DocumentApp.getActiveDocument().getBody();
   var wordLoc = body.findText(word); // get RangeElement of where word is
   if(wordLoc == null) {
     return []:
   var wordData = [];
   var prevContext = "";
   var ctxCounter = -1;
   while (wordLoc) {
     // get sentence surrounding the word
     var context = wordLoc.getElement().asText().getText();
     if (context == prevContext) {
       wordData.push({loc: wordLoc, sentence: "..."+context+"...", idx: ++ctxCounter});
      } else {
       ctxCounter = -1:
       wordData.push({loc: wordLoc, sentence: "..."+context+"...", idx: ++ctxCounter});
     prevContext = context:
     wordLoc = body.findText(word, wordLoc): // find next instance of word in document
   return wordData;
```

Getting the location of the word, surrounding context, and instance no. of word in context

```
// Replaces all instances of word with their corresponding replacement
function replaceAllWords(word) {
    var res = getWordLocationsAndSentence(word);
    var replacements = getReplacementsArray();

    for(let i = 0; i < replacements.length; i++) {
        if(replacements[i] != null) {
            var wordInstance = (res[i].loc).getElement().asText();
            wordInstance.deleteText((res[i].loc).getStartOffset(), (res[i].loc).getEndOffsetInclusive());
            wordInstance.insertText((res[i].loc).getStartOffset(), replacements[i]);
        }
    }
}</pre>
```

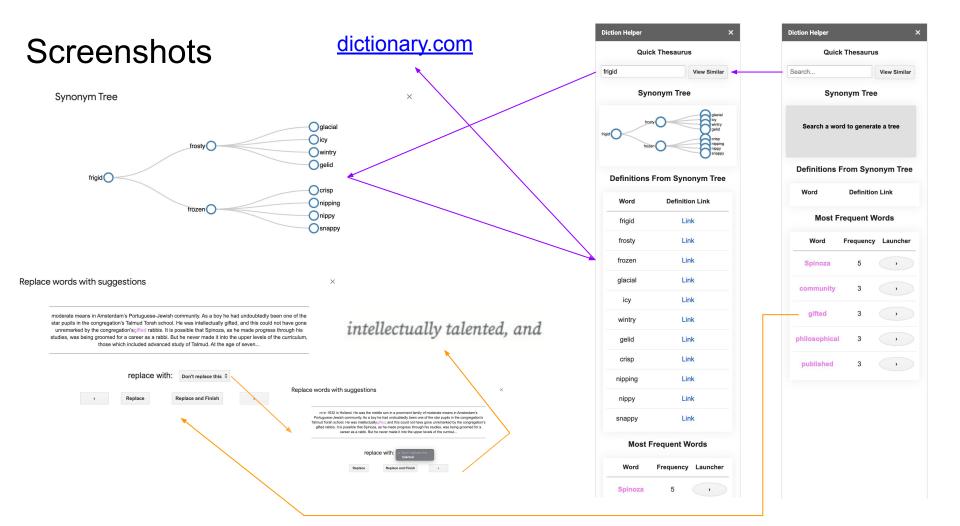
Replace word with specified replacement word

## Code Snippets - Global Variables

```
// Getters
function getSynTreeDataStuct()
 return JSON.parse(PropertiesService.getScriptProperties().getProperty("synTreeDS"));
function getSynArray() {
 return JSON.parse(PropertiesService.getScriptProperties().getProperty("synArray"));
function getContextArray() {
 return JSON.parse(PropertiesService.getScriptProperties().getProperty("contextArray"));
function getIndicesArray() {
 return JSON.parse(PropertiesService.getScriptProperties().getProperty("indicesArray"));
function getWordToReplace() {
 return PropertiesService.qetScriptProperties().qetProperty("wordToReplace");
function getReplacementsArray() {
 return JSON.parse(PropertiesService.getScriptProperties(),getProperty("replacementsArray"));
// Setters
function setSynTreeDataStruct(synTreeStruct)
 PropertiesService.getScriptProperties().setProperty("synTreeDS", JSON.stringify(synTreeStruct));
```

```
// displays a dialog box with the word replacing wizard
function startDialog(word) {
 var word2data = getWordLocationsAndSentence(word);
 // three global arrays
 var synonyms = getFlattenedSyns(word);
 var contexts = word2data.map(x => x.sentence);
 var indices = word2data.map(x => x.idx);
 var replacements = new Array(word2data.length).fill(null);
  // remove original word as an option to replace
 synonyms.shift();
 // set global array values
 setSynArray(synonyms);
 setContextArray(contexts);
  setIndicesArray(indices);
  setReplacementsArray(replacements);
```

Global arrays in use when dialog box opens



# **User Study**

#### Positive Feedback

- Simple design helps interpretability
- Novel concept that helps writing experience

### Negative Feedback

- Synonyms themselves might be too abstract
- Need to distinguish between synonym tree and frequency chart portions
- More "frequent words" should be displayed in frequency chart

#### Impact

- Creation of the dictionary list
- Increased the number of words the frequency chart can hold to five
- Distinguishing between the two sorted itself out as UI and functional aspects were linked

## Conclusion

#### Learnings:

- Designing software with minimal requirements from the ground up
  - Planning out UI features
  - Coming up with system design
  - Designing and carrying out a user study
- SCRUM and the AGILE development process
  - More in-depth collaboration with team
  - Having mini deadlines for features
- Working with Google Apps Script
  - Testing the limits of its capabilities
  - Learning what can be manipulated and displayed in a Google Doc