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# DictationLearner

## Description

This application will help kids to practice and learn English words. Typically, this is required when the teacher in schools teach a set of words to students and students are required to learn them and attend a test on these words. The parents have to sit with them to teach the words. This application will enable the parents to enter the words by associating with a picture and let kids practice it, take tests until they learn all these words. The pronunciation feature available with this application will let kids learn how to pronounce it.

Kids can practice these words using their mobile/tablet. They will help them relate to the word sounds and picture of the word. This will also improve their keyboard familiarity at early age. This will be fun and engaging for kids while learning.

## Intended User

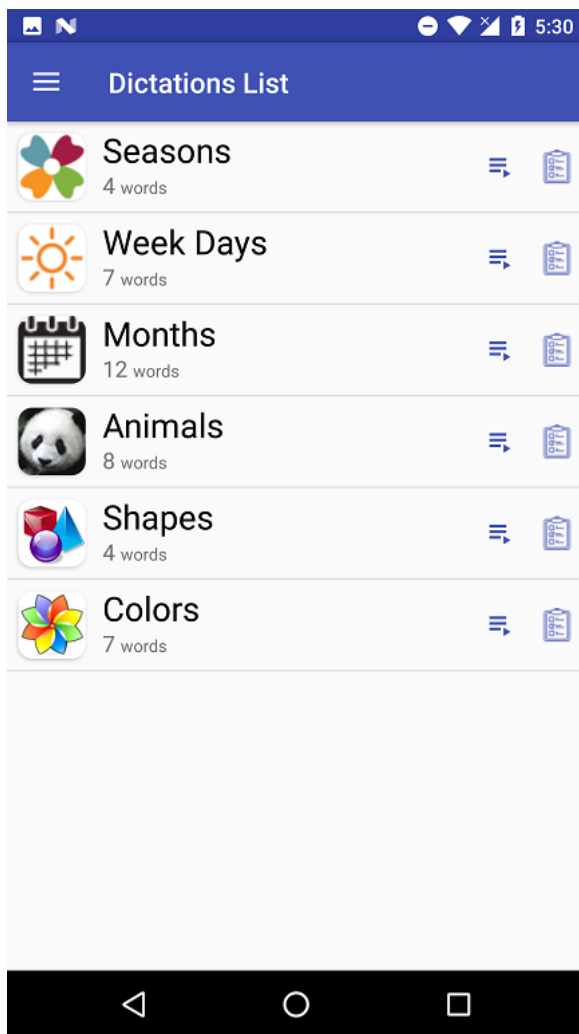
This app is for students and especially kids of early ages and those who want to participate in spell bee competitions.

## Features

1. Supports parent and child mode
2. Parent mode allows to create dictation lists
3. Words could be added with optional picture.
4. Child mode allows kids to practice and take tests
5. Test results are displayed along with best score of the student for each dictation list
6. The test history of each dictation along with which words are correct are shown

## User Interface Mocks

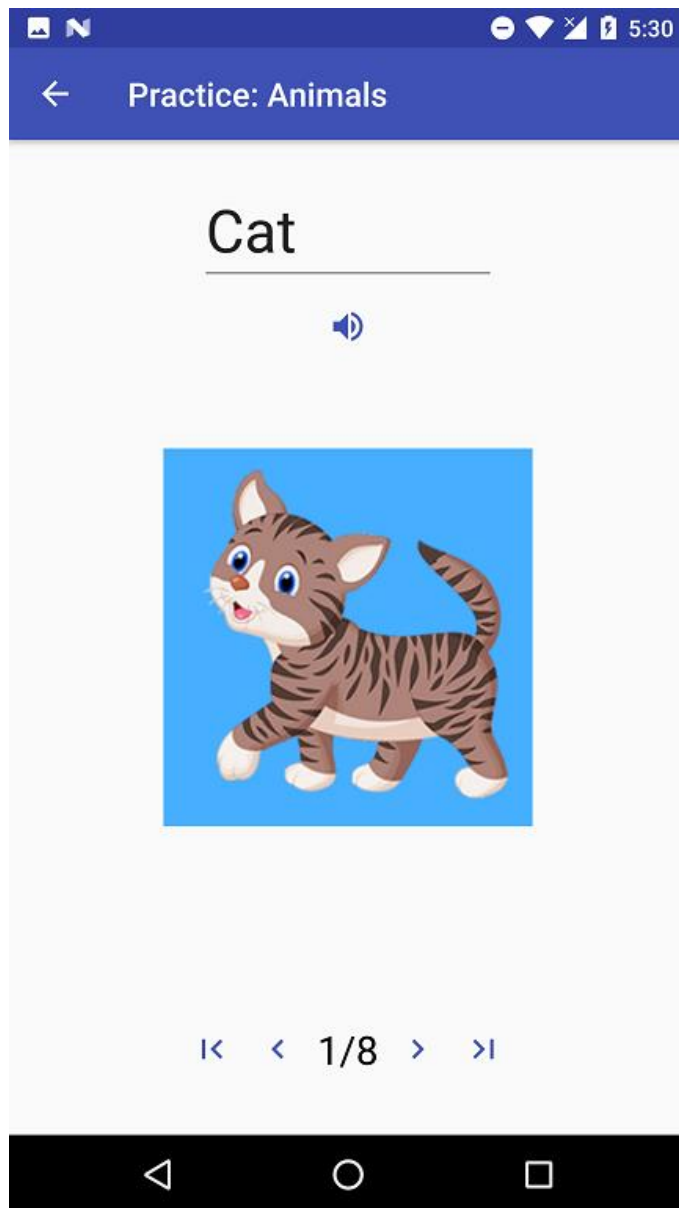
### Screen 1



This screen depicts the initial screen for child mode where they will see available dictation lists. Each dictation groups related words and it shows how many words each of these lists has. This

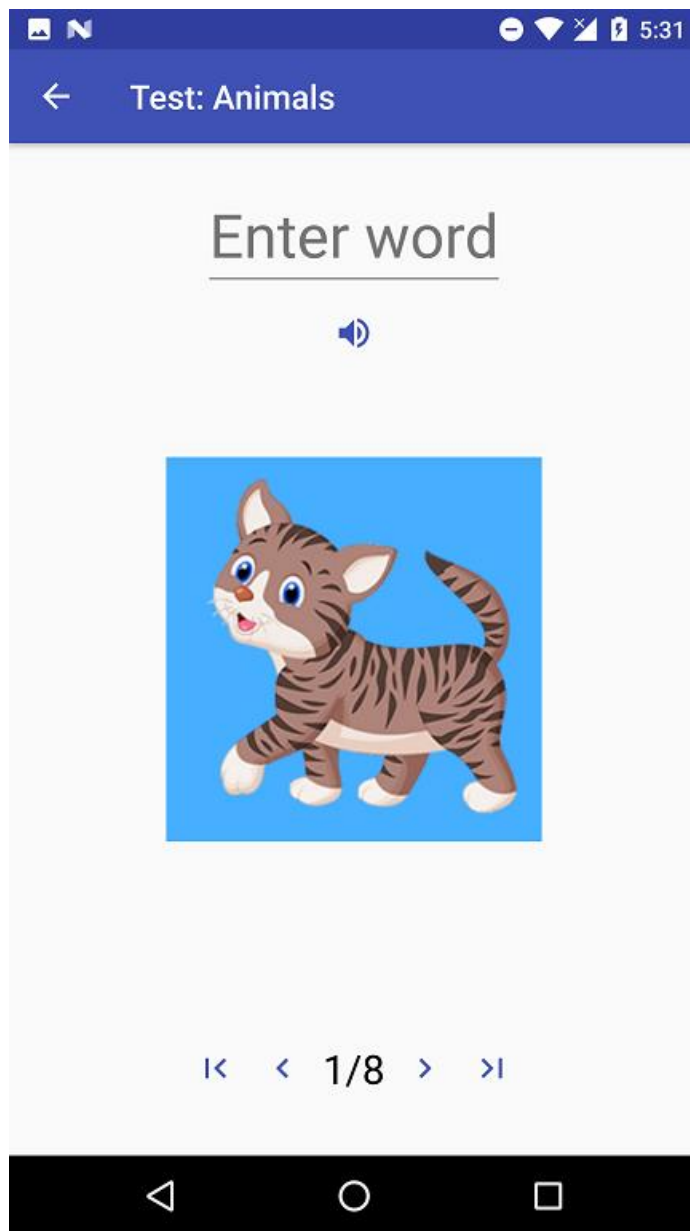
will also provide two buttons to the right. One of them is for preparation and second one is for taking test.

## Screen 2



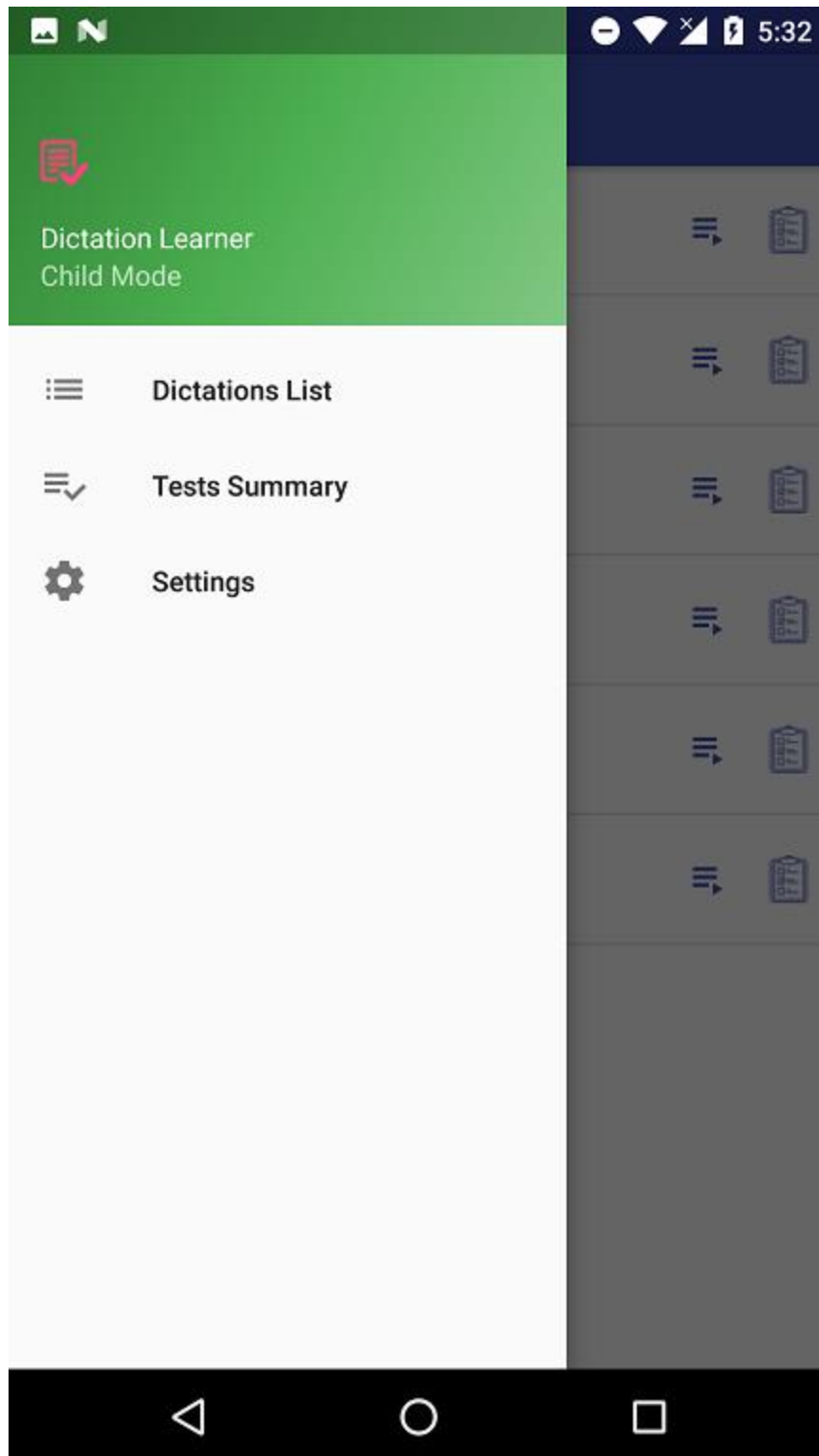
This screenshot depicts how the practice dictation screen looks like. In this case, there are 8 words in Animals dictation and student will be able to navigate using the navigation buttons at the bottom of the screen

### Screen 3



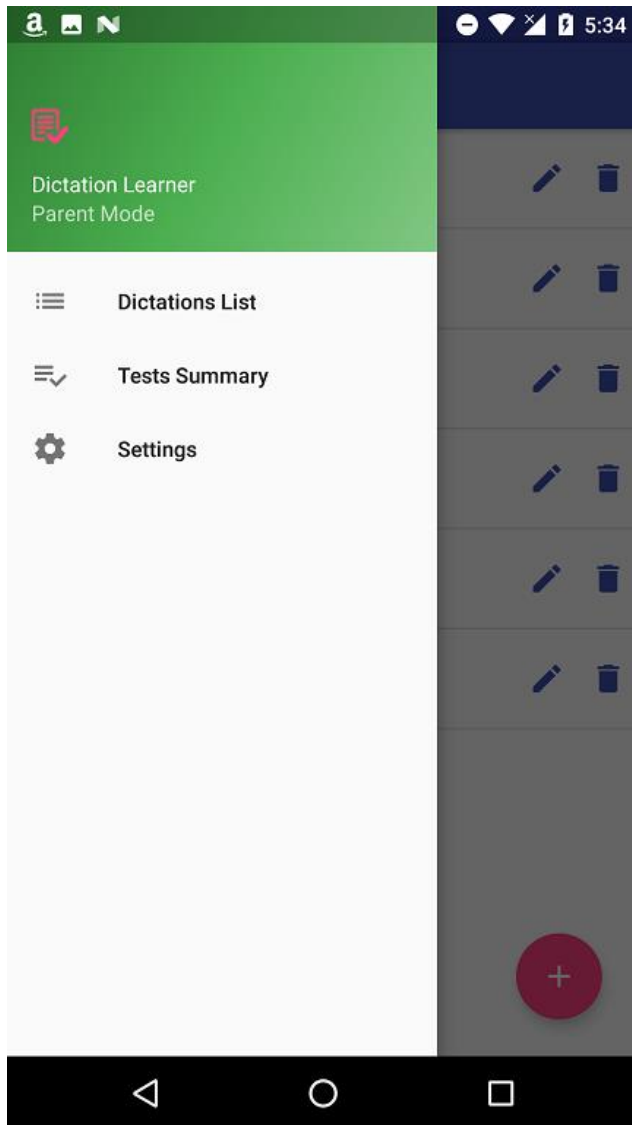
This screenshot depicts how the test dictation screen looks like. In this case, there are 8 words in Animals dictation and student should press audio button to listen to the word and with the help of the sound and picture, the student should enter the word in the space provided at the top

### Screen 4



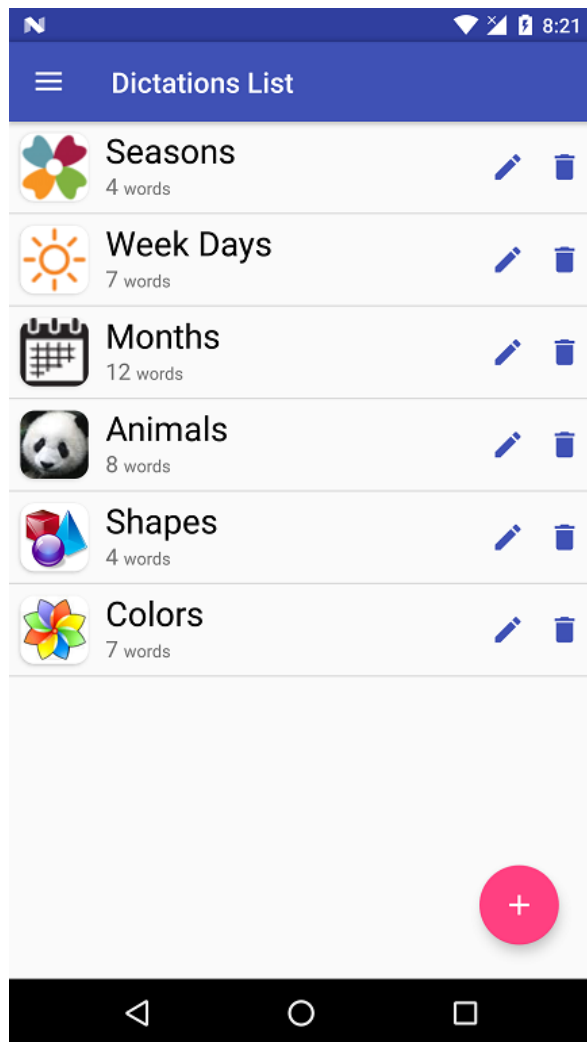
The navigation drawer shows current mode. This could be either child mode or parent mode. In child mode, it only allows to practice and take tests. In parent mode, it allows to create dictations.

## Screen 5



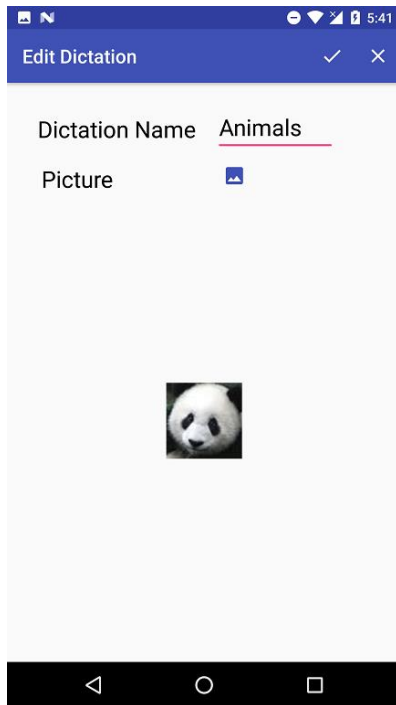
The navigation drawer shows current mode. This is in parent mode.

## Screen 6



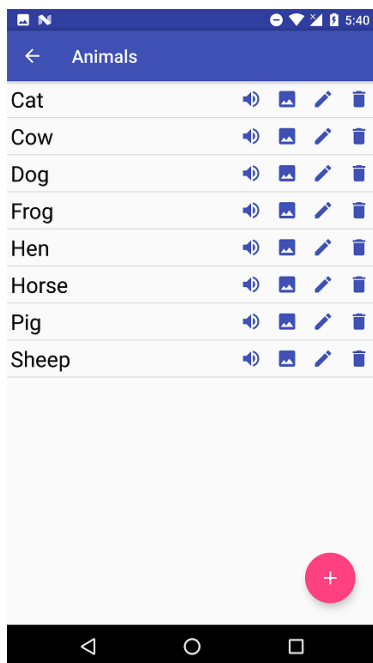
The dictation list shown to parent. This will allow the parent to add/edit/delete dictations.

## Screen 7



The add/edit of dictation screen. An image could be attached at the dictation level.

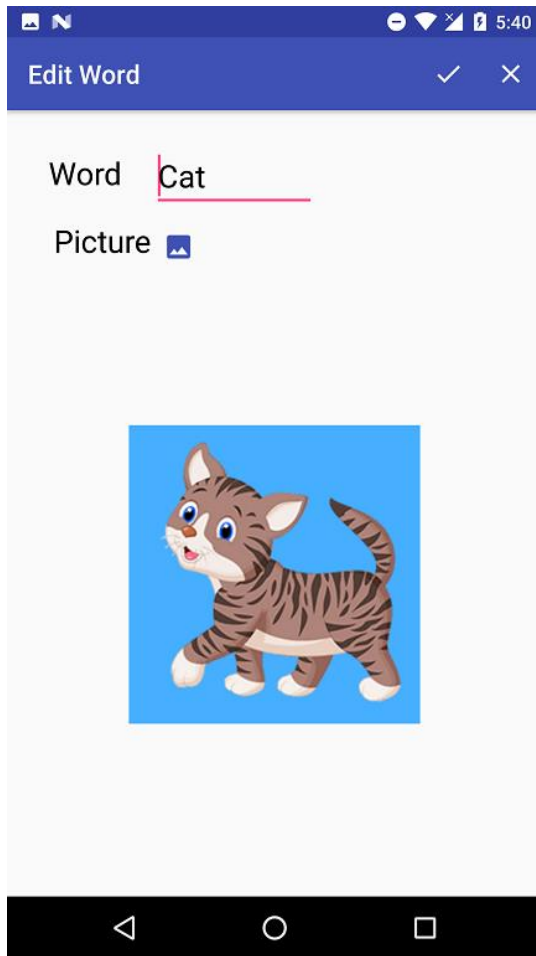
## Screen 8



The add/edit words of dictation screen. Should be able to view image, play sound, edit or delete the word.



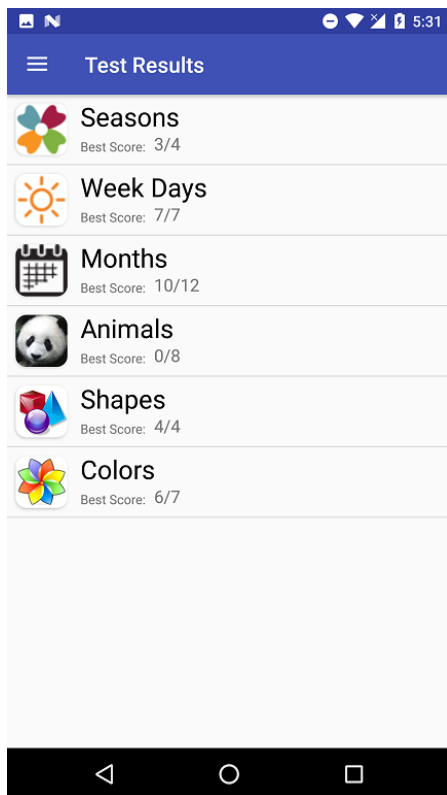
## . Screen 9



The add/edit words screen This will allow to enter word and associate a picture to it.

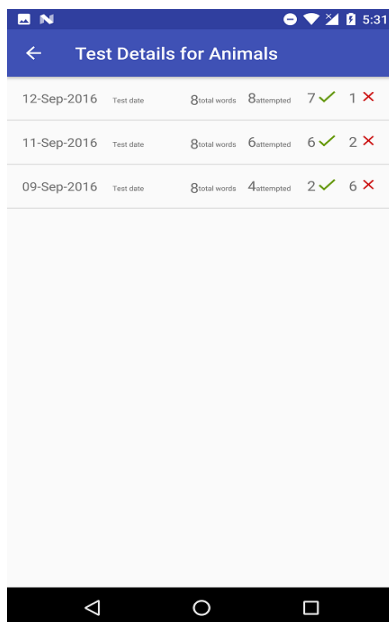
Screen 10

## Capstone\_Stage1



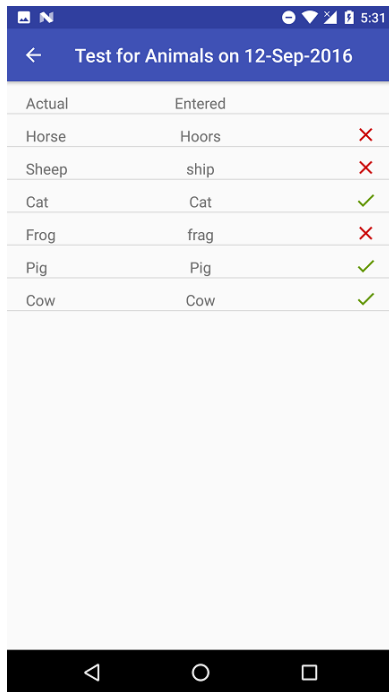
This screen will show test results for each of the dictations.

### Screen 11



This screen shows test history for a particular dictation. It also shows how many words are correct/wrong.

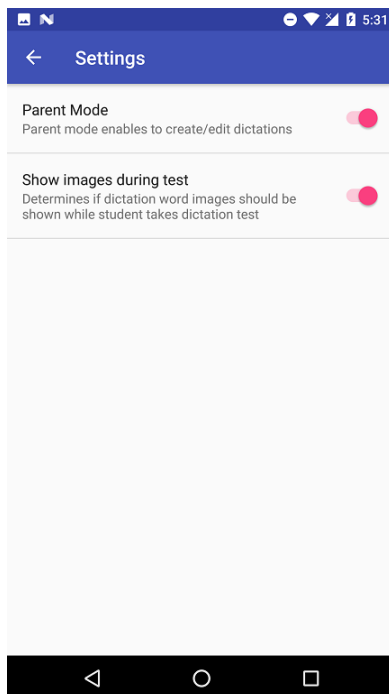
## Screen 12:



| Actual | Entered |   |
|--------|---------|---|
| Horse  | Hoors   | ✗ |
| Sheep  | ship    | ✗ |
| Cat    | Cat     | ✓ |
| Frog   | frag    | ✗ |
| Pig    | Pig     | ✓ |
| Cow    | Cow     | ✓ |

For a particular test, this screen shows what is wrong/right along with what has been entered by student.

## Screen 13:



This shows settings screen. This will enable the parent to change the current mode and also determines whether images should be shown when the student takes test. If the image are switched off, only based on the pronunciation of the word, the student has to enter word.

## Key Considerations

### How will your app handle data persistence?

The dictation data and test results will be stored in SQLite database. Content Provider will be built to save and retrieve the data from this database.

### Describe any corner cases in the UX.

Screenshots explain every UX interaction. When student presses back button during the test, it will be considered the current test is over and student has to start all over again with a new test.

### Describe any libraries you'll be using and share your reasoning for including them.

None

### Describe how you will implement Google Play Services.

Google play services Text to Speech service will be used to pronounce a word.

## Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

### Task 1: Project Setup

A new android studio project that supports phone and tablet. Choose minimum version as API 15

## Task 2: Implement UI for Each Activity and Fragment

Create a new Navigation Drawer activity. This activity would include navigation drawer related menu items. This activity will handle functionality related to navigating to test results and settings screen as well.

Create following activities

1. Activity/Fragment to show dictation lists
2. Activity/Fragment to show list of words in a dictation
3. Activity/Fragment to show a word and allow to edit it
4. Activity/Fragment to show test results for all dictations
5. Activity/Fragment to show test history for a dictation
6. Activity/Fragment to show word details for a particular test of a dictation
7. Activity/Fragment to show setting screen
8. Design data model to store dictations, words, test results in SQLite database
9. Write content provider and cursors to store data into database and read from database
10. Test the application on mobile phone and tablet. For tablets, it should use the screen real estate properly