Jarvis Emulator  
Detailed Design  
COP 4331, Fall 2015

**Modification History**

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| --- | --- | --- | --- |
| **Version** | **Date** | **Who** | **Comment** |
| v0.0 | 10/26/2015 | Robin Schiro | Created document |
| V1.1 | 10/27/2015 | Jimmy Lam | Added Sequence Diagrams |

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   1. **Class Diagram**
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3. **Speech recognition**: The user provides a voice command which is taken in by the audio listener class. It is then passed to the Speech Recognizer class which looks through the speech library and returns its result. 
4. **Taking Picture**: The Speech Recognizer calls the Action module, which accesses the user’s webcam, taking a picture, and returning the result to the Action module, where it will proceed to store the picture in Jarvis’s file folder. 
5. **Open Application**: The Speech Recognizer calls the Action module to open the specified application. The Action module checks Jarvis’s files to find the location of the application (given by the user), and returns the location for the Action module to open. Otherwise, if the application was not specified, an error will be displayed. 
6. **Log Out**: The Speech Recognizer calls the Action module the command for logging out. It will then call the log out function, logging the user out of his or her computer. 

1. **Trace of Requirements to Design**