

**PROJECT REPORT ON**

**What's the word?**

**SUBMITTED BY**

**Tejas R. Paradkar**

**FCOG18131**

**Soham S. Patil**

**FCOG18138**

**Umesh B. Rawal**

**FCOG18147**

In partial fulfillment of the requirement for the Diploma in  
Computer Engineering  
Under The Guidance Of

**Dr. S. G. KOLTE**

**DEPARTMENT OF COMPUTER ENGINEERING**



**K.J. Somaiya Polytechnic**

Somaiya Vidyavihar, Mumbai -400077

2020-2021

## **K.J. Somaiya Polytechnic**



### **CERTIFICATE**

This is to certify that

**Tejas R. Paradkar**

**FCOG18131**

**Soham S. Patil**

**FCOG18138**

**Umesh B. Rawal**

**FCOG18147**

Have successfully completed the mid-term report on

**What's the word?**

In partial fulfillment of the requirement for the Diploma in

**Computer Engineering**

**2020-2021**

Under the guidance of

**Dr. S. G. KOLTE**

**PROJECT GUIDE**

**EXAMINAR**

## ACKNOWLEDGEMENT

We take this opportunity to express our profound gratitude and deep regards to my guide and faculty of computer department **Dr. S. G. Kolte** for his exemplary guidance, monitoring and constant encouragement. The blessing, help and guidance given by his time to time shall carry us a long way in the journey which we are about to embark.

We also take this opportunity to express a deep sense of gratitude to other faculty members for their cordial support, valuable information and guidance, which helped us in completing this task. We are obliged to all the teachers of computer department, for the valuable information provided by them. We are grateful for their co-operation. Here we are indebted to our very own “**K.J. SOMAIYA POLYTECHNIC**” for providing us a platform to execute and express our knowledge.

Lastly, we thank almighty, our parents and friends for their constant encouragement without which this project would not be possible.

## **PREFACE**

We take an opportunity to present this project report on "What's the word?" and put before readers some useful information regarding our project. We have made sincere attempts and taken every care to present this matter in precise and compact form, the language being as simple as possible. We are sure that the information contained in this volume would certainly prove useful for better insight in the scope and dimension of this project in its true perspective. The task of completion of the project though being difficulty was made quite simple, interesting and successful due to deep involvement and complete dedication of our group members.

## **DECLARATION**

I declare that this written submission represents my ideas in my own words and where other ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. I understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

## Index

Sr. No.	Topics	Pg. No.
1	Introduction	6
	1.1 Problem Statement	7
	1.2 Idea behind the project	7
	1.3 Features	7
	1.4 Objectives	8
2	Preliminary Design	9
	2.1 Proposed Idea	10
	2.2 Organizational Overview	10
	2.3 Description of software	11
	2.4 Advantages	11
	2.5 Scope and limitation of software	12
3	Analysis	13
	3.1 Feasibility Study	14
	3.2 Technology Feasibility	14
	3.3 System Feasibility	14
	3.4 Economic Feasibility	14
	3.5 Cost Analysis	14
4	Technologies Required	15
	4.1 Software Requirements	16
	4.2 Hardware Requirement	16
5	Design	17
	5.1 User Friendliness	18
	5.2 Flowcharts	18
6	Working	20
7	Applications	39
8	Future Enhancements	41
9	Conclusion	43
10	References	45



# Chapter No. 1

## Introduction

# Introduction

This chapter includes introduction to our project with following points in consideration: Problem Statement, Idea behind the project, Features and Objectives of our project.

## 1.1] Problem Statement:

Language always has been a very important means of communication using correct phrases, words, and diction helps you to effectively convey across the organization. English language is spoken across 2/3rd of the globe.

Communicating effectively helps you to convey your message. People also find it difficult to select the right words for the right scenarios. Using the wrong word at wrong scenarios spoils the character.

## 1.2] Idea behind the Project:

During formal communication, informal communication and public speaking people have the problem that they don't have sufficient dictions to communicate.

Either they shy away to talk or they talk in basic language. But through this project people can easily know perfect words in a quiz manner.

Hints are given and the user has to write the correct word. After writing correct word software provides meanings, synonyms, antonyms and sentences.

## 1.3] Features

Features of project are as follows: -

### A. Compatibility

The product is compatible with all the laptops/computers having any operating system and RAM above 2 GB.



B. Easy to use

The software does not have any complication and is easy to use.

C. Availability

Since the software gets saved to user's device so it is always available for user to play.

D. Cost

The software can be used on any computer with not having any basic requirement. Hence there no cost occurred to run the software.

E. Security

The software contains a security login for users to access the game. The user has to provide the name and phone number.

F. Progressive

After solving questions in scenarios, the software provides the user with their statistical analysis. The statistic page provides user with no. of attempts, no. of successes and the success percentage.

#### 1.4] Objectives

The main objective of this project is to understand the difficulties faced by people to communicate in a language and to select the perfect word for scenario.

Familiarizing people with better words than they used to use previously. If the words are provided with their synonyms, antonyms, meaning and way of use they will get remembered for longtime.

Our objective is to let people communicate effectively and have a great eloquence.



# Chapter No. 2

## Preliminary Design

## Preliminary Design

This chapter includes the organizational overview, proposed idea, description, advantages, scope and limitation of project.

### 2.1] Proposed Idea: -

Language always has been a very important means of communication using correct phrases, words, and diction helps you to effectively convey across the organization. English language is spoken across 2/3rd of the globe.

Our software “What's the word” enables users to improvise on their English language and familiarizes them with multiple word options for a given situation.

What's the word is a software game meant for people who want to improvise their language irrespective of their age group and work experience. The software enables users to come across various real-life situations on a virtual basis.

The software can be used only by authorized users, after a login formality. After the user completes the formality there are multiple tabs. The software consists of real-life situations such as formal, informal, public speaking and any scenario.

### 2.2] Organizational Overview: -

- The software does not target any particular age group. Since it is for all of those who want to eradicate the fear of speaking English.
- Software is distributed in 4 scenarios which are Formal, Informal, Public Speaking and Any scenario.
- Software also provides a statistics tab, where user can know his\her progress.
- There is a dictionary tab as well for knowing more words.

### 2.3] Description of software: -

- What's the word? is a small, compact and yet a useful software for improving English.
- To use the software user has to complete the login procedures, thus providing all the security features which are possible.
- There are total four prominent scenarios: formal, informal, public speaking and any scenario respectively.
- Each scenario presently contains 20 words.
- On answering the questions user gets to know about the meaning, synonym, antonym and use of that word in sentence.
- Statistics tab is provided in software for self – assessment. It provides the user with his no. of attempts, no. of successes and the success ratio.

### 2.4] Advantages: -

The key advantages of “What's the word?” are as follows: -

#### I. Free for all:

Our software is free to use since there are no hidden charges nor does it have a distinguish between premium and ordinary user.

#### II. Independence of user:

The software is designed in a way that any user can start from any question in any scenario.

#### III. Zero maintenance cost:

Since our code is based on the best programming language available in the market there is no chance of it getting slow and start giving problems.

IV. Zero downtime:

The people can access the software from anywhere at any time since it is going to be present in the device of user.

V. Low technical knowledge required:

“What's the word” is designed in a way that the non-technical person can also use it more efficiently.

VI. Progressive

The software guides the user to improve his English by giving the statistical analysis of his game.

VII. Availability

Since the software gets downloaded on the device it will be available for user at any time.

2.5] Scope and Limitation of software:

a) Scope:

As far now the software provides enough words for each scenario along with its meaning, synonyms, antonyms and application in sentence. The scope in improvement is by adding more words.

b) Limitation:

Since the software is not connected to the network, adding words will be difficult. Thus, user enhancement is not possible as far.



# Chapter No. 3

## Analysis

## Analysis

This chapter represents the technical, economical and cost wise feasibility.

### 3.1] Feasibility Study: -

A feasibility study is an analysis used in measuring the ability and likelihood to complete a project successfully including all relevant factors. It must account for factors that affect it such as economics, technology, legality and scheduling factors.

### 3.2] Technological feasibility: -

This software is developed using the Java Development Kit (JDK). It is built by languages such as Advanced Java, Core Java and jQuery. The back-end is developed using MySQL and phpMyAdmin.

### 3.3] System Feasibility: -

The software is fully functional irrespective of its operating system and the type of laptop or computer.

### 3.4] Economical: -

The software is helpful for people who want to upgrade and have a great eloquence. It is also helpful for the educational institutions to improve English of their students.

### 3.5] Cost analysis: -

The software does not use internet, nor it requires any other paid package to be downloaded. Therefore, this software does not require any cost.



# Chapter No. 4

## Technologies Required



## Technologies Required

This chapter includes the hardware and software requirements which were needed to develop this project.

### 4.1] Software Requirements:

Following are the software requirements which were used to develop this project.

- Operating System: Windows 10
- Software: Java Development Kit (JDK)
- Front End: Advanced Java and Java
- Database: MySQL

### 4.2] Hardware Requirements:

Following are the hardware requirements which were used to develop this project.

- Machine: Desktop / Laptop

Recommended specifications are:

- RAM: 4GB
- Processor: Core i3
- HDD: 500GB



# Chapter No. 5

## Design

# Design

This chapter represents the design and the flow of the project using some flow charts.

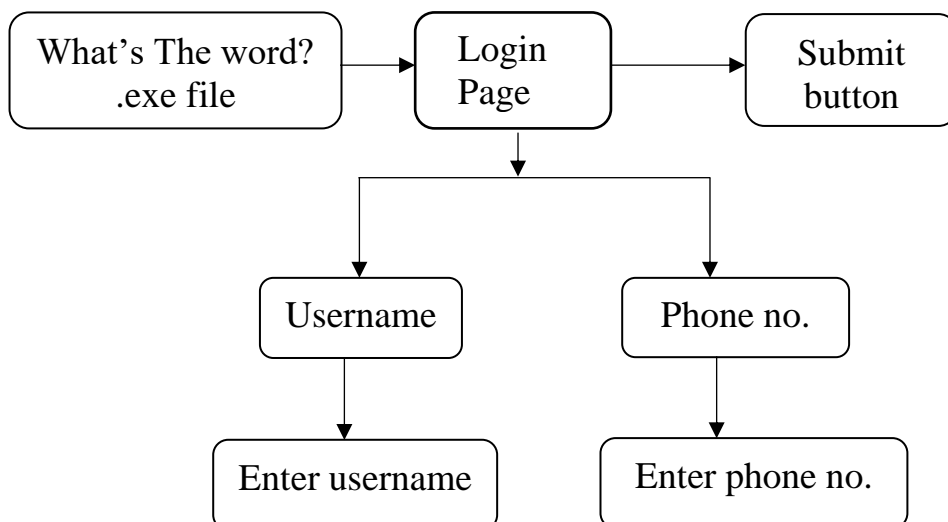
## 5.1] User Friendliness:

The project can be easily used by any individual without any knowledge of programming, because the application (in form of executable file) is provided with easy-to-use GUI-based Swing.

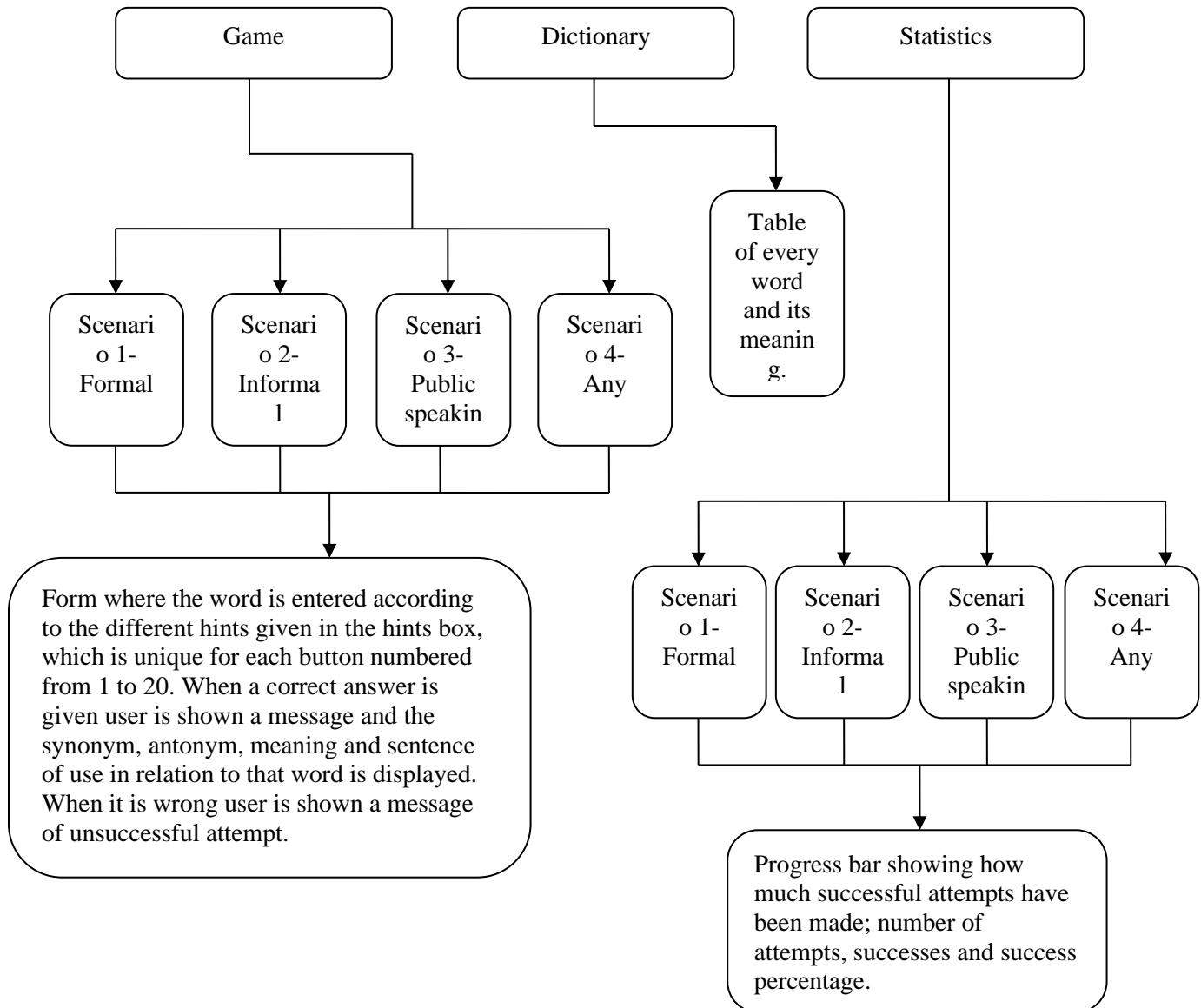
It is very easy to use the application and navigate through it because it uses Swing GUI, which is very easy to use. Also, the user has complete privacy as the application is offline and does not connect to any external server.

## 5.2] Flowcharts:

Flowchart below depicts the opening sequence after clicking on executable file of software.



Flowchart below depicts the working of the entire software (What's the word?).





# Chapter No. 6

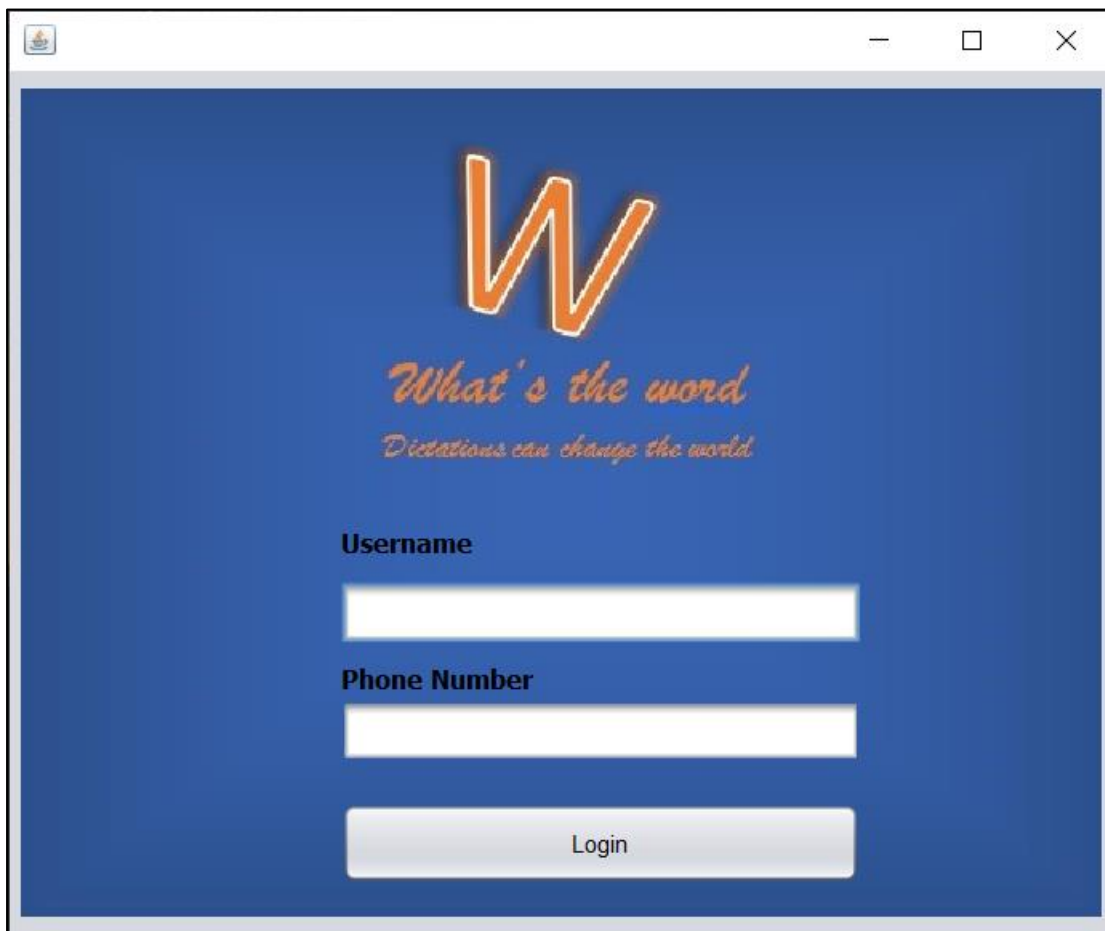
## Working

## Working

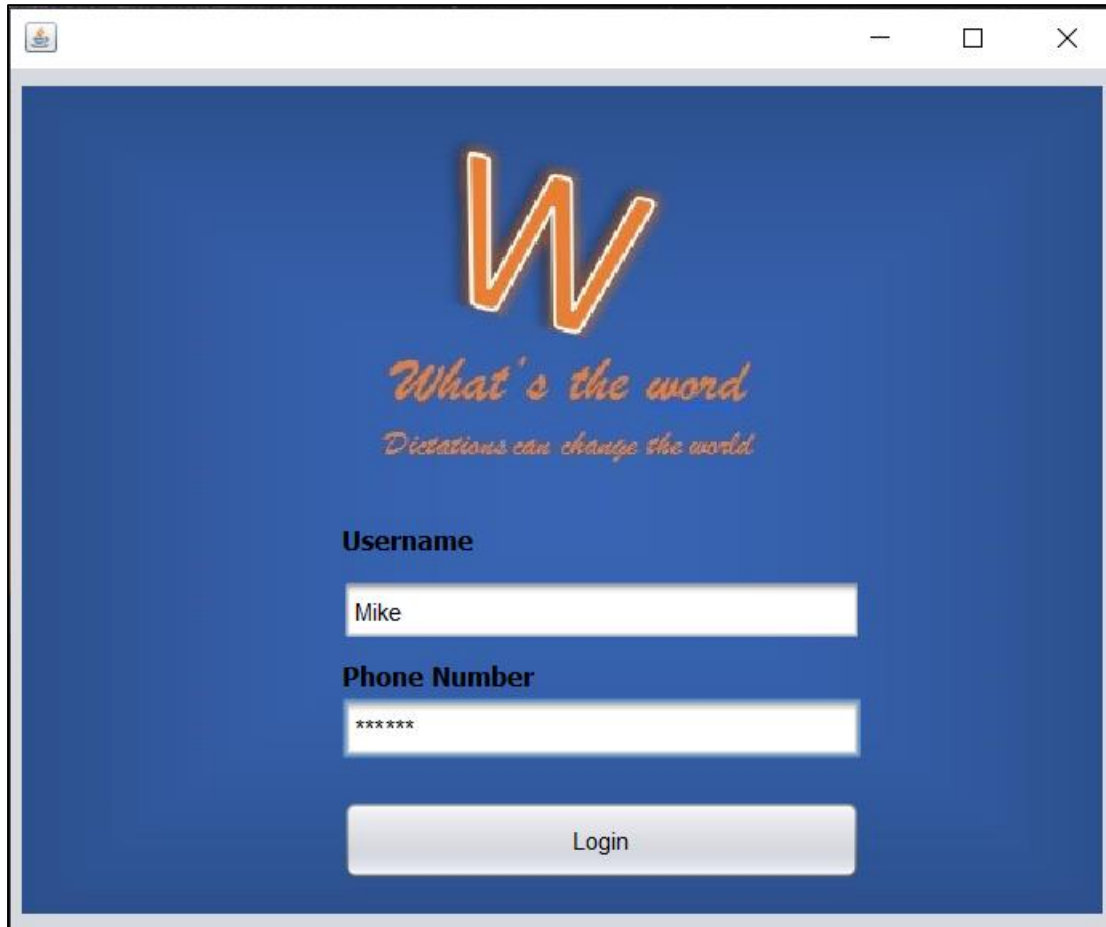
This chapter represents the working of entire software.

Following are the screenshots while using the application

1. Login Page – The page where the application starts.



2. Enter your username and phone number which you registered to enter the application.



A screenshot of a web application window titled "What's the Word?". The window has a blue background. At the top center, there is a large, stylized orange letter "W" with a white outline. Below the "W", the text "What's the word" is written in a cursive, orange font. Underneath that, the tagline "Dictations can change the world" is written in a smaller, italicized, orange font. Below the tagline, there are two input fields. The first is labeled "Username" in bold black text, and it contains the text "Mike". The second is labeled "Phone Number" in bold black text, and it contains six asterisks "\*\*\*\*\*". Below these fields is a "Login" button with a gradient from light gray to white.

**Username**

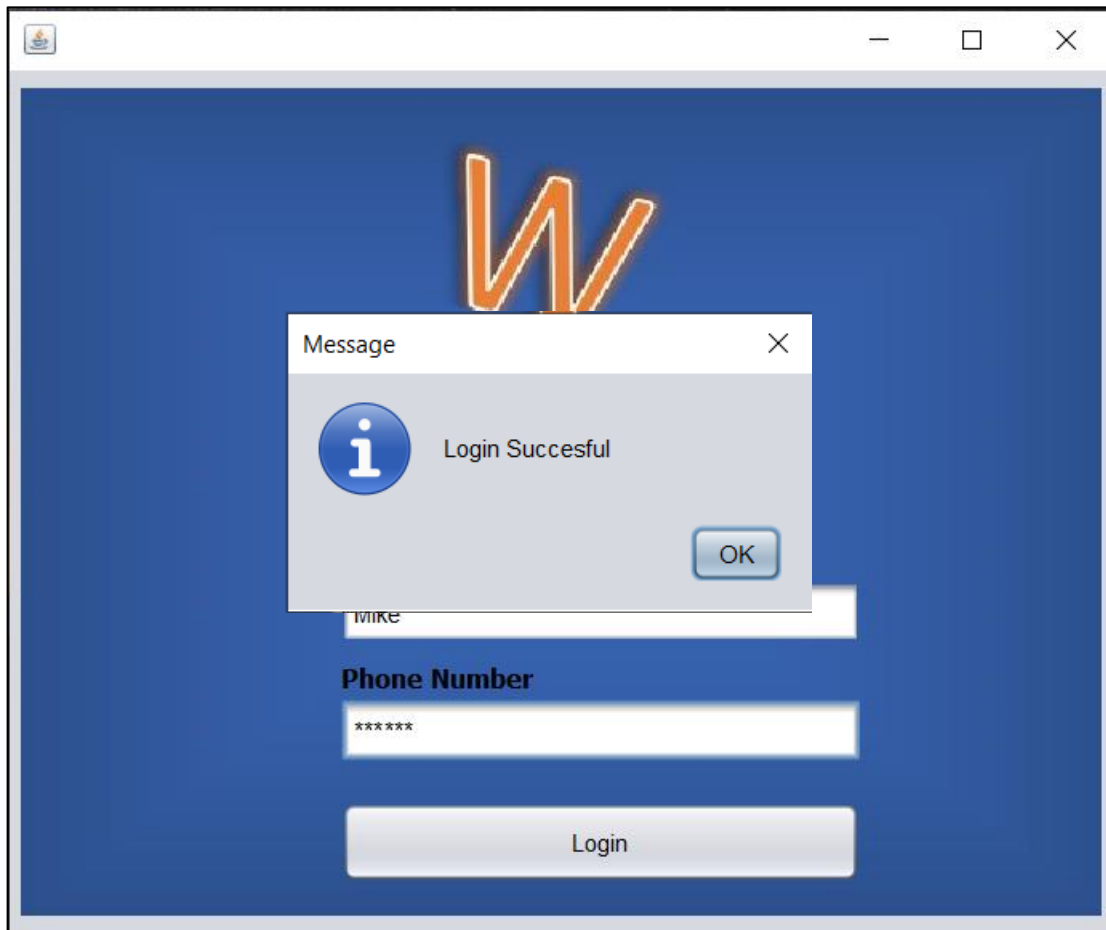
Mike

**Phone Number**

\*\*\*\*\*

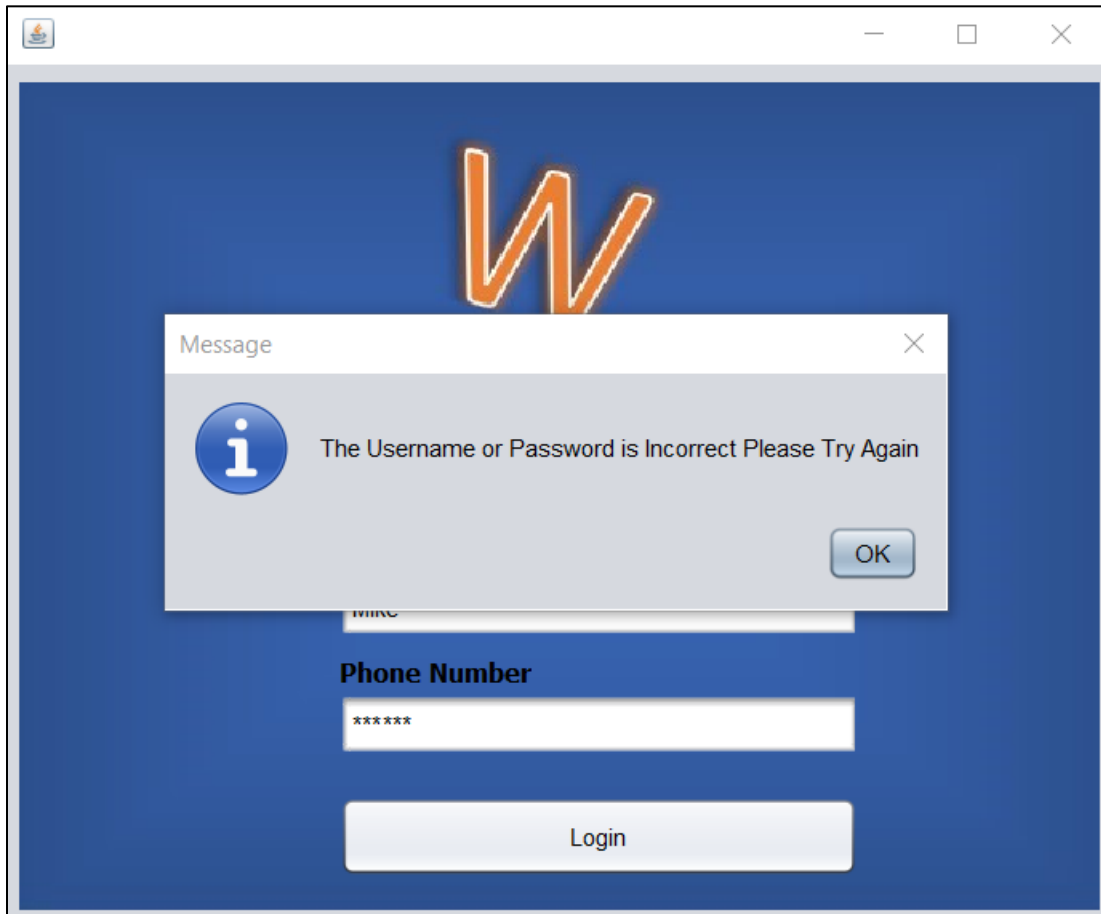
Login

3. If you enter correct credentials, the login will be successful and the application will start.





4. If credentials are wrong, you will not be able to use the application.



5. After entering the correct login credentials the application's opening page will be seen. On the opening page you will see there are 3 tabs viz. Game, Dictionary and Statistics.

The screenshot displays the application's main interface with the following components:

- Top Navigation:** Three tabs labeled "Game", "Dictionary", and "Statistics". The "Game" tab is currently selected.
- Scenario Selection:** Four sub-tabs labeled "Scenario 1- Formal", "Scenario 2- Informal", "Scenario 3- Public Speaking", and "Scenario 4- Any".
- Game Interface:**
  - Input Section:** A text box labeled "Enter the word :-" with a "Submit" button below it.
  - Hints Section:** A list of hints:
    - Construct or manufacture something
    - 9 alphabets
    - Starts with F
    - Ends with E
    - Synonym of assemble
  - Numbered Buttons:** A grid of 20 buttons numbered 1 to 20. Button 1 is highlighted in red.
  - Hint:** A message at the bottom left states: "Hint: Enter the first letter of the word as upper case and the rest in lower."
- Central Image:** A silhouette of a person in a suit standing at a podium with a microphone.
- Right Panel:** Fields for "Synonym", "Antonym", "Meaning" (with a large text area), and "Sentence Usage" (with a text box).

6. In the Game tab, there are 4 tabs – Scenario 1 – Formal, Scenario 2 – Informal, Scenario 3 – Public Speaking, Scenario 4 – Any. To play the game you have to read the hints and enter the word according to the hints. After entering the word click submit to check whether the word you enter is correct or not.

Game Dictionary Statistics

Scenario 1- Formal Scenario 2- Informal Scenario 3- Public Speaking Scenario 4- Any

Enter the word :-

**Hints**

- Construct or manufacture something
- 9 alphabets
- Starts with F
- Ends with E
- Synonym of assemble

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Hint: Enter the first letter of the word as upper case and the rest in lower

Synonym

Antonym

Meaning

Sentence Usage

7. After you have entered the correct word you can also see the synonym, antonym, meaning and sentence usage. This will help to increase your vocabulary. The words can be of the specific scenario, in the first scenario it is formal it will help to communicate formally with people. The button of the question will turn green once you submitted the question be it right or wrong. If you have to submit the question again click on the same button to turn it into red color then you can submit the question again. You can choose the question number randomly.

Game Dictionary Statistics

Scenario 1- Formal Scenario 2- Informal Scenario 3- Public Speaking Scenario 4- Any

Enter the word :-

Submit

Hints

- Construct or manufacture something
- 9 alphabets
- Starts with F
- Ends with E
- Synonym of assemble

1 2 3 4 5 6 7 8 9 10  
11 12 13 14 15 16 17 18 19 20

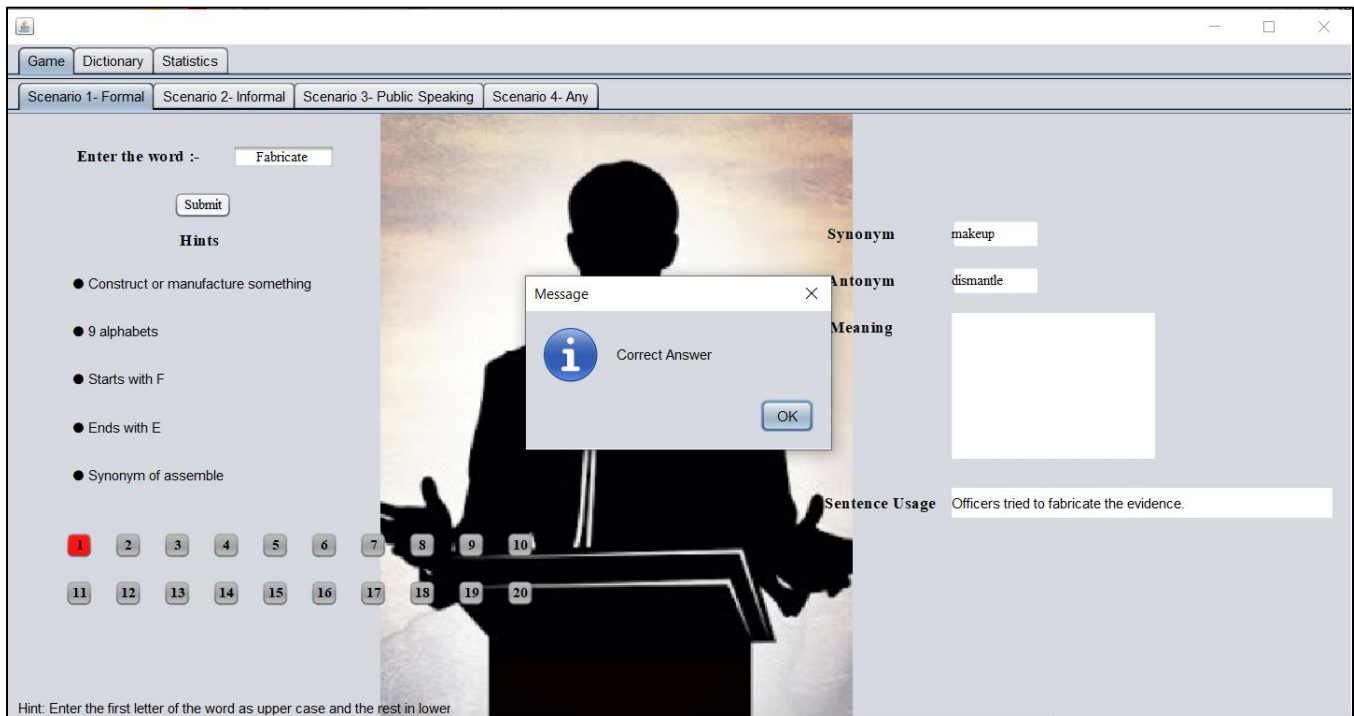
Hint: Enter the first letter of the word as upper case and the rest in lower

Synonym

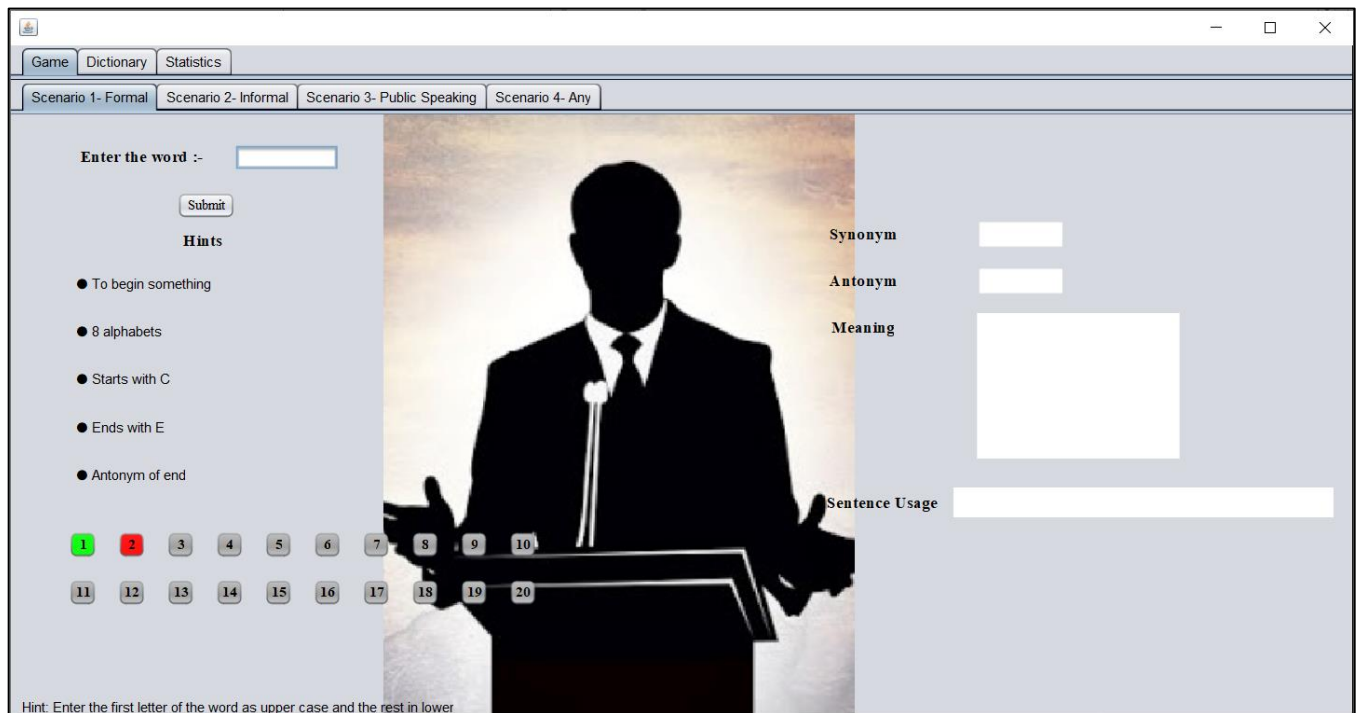
Antonym

Meaning

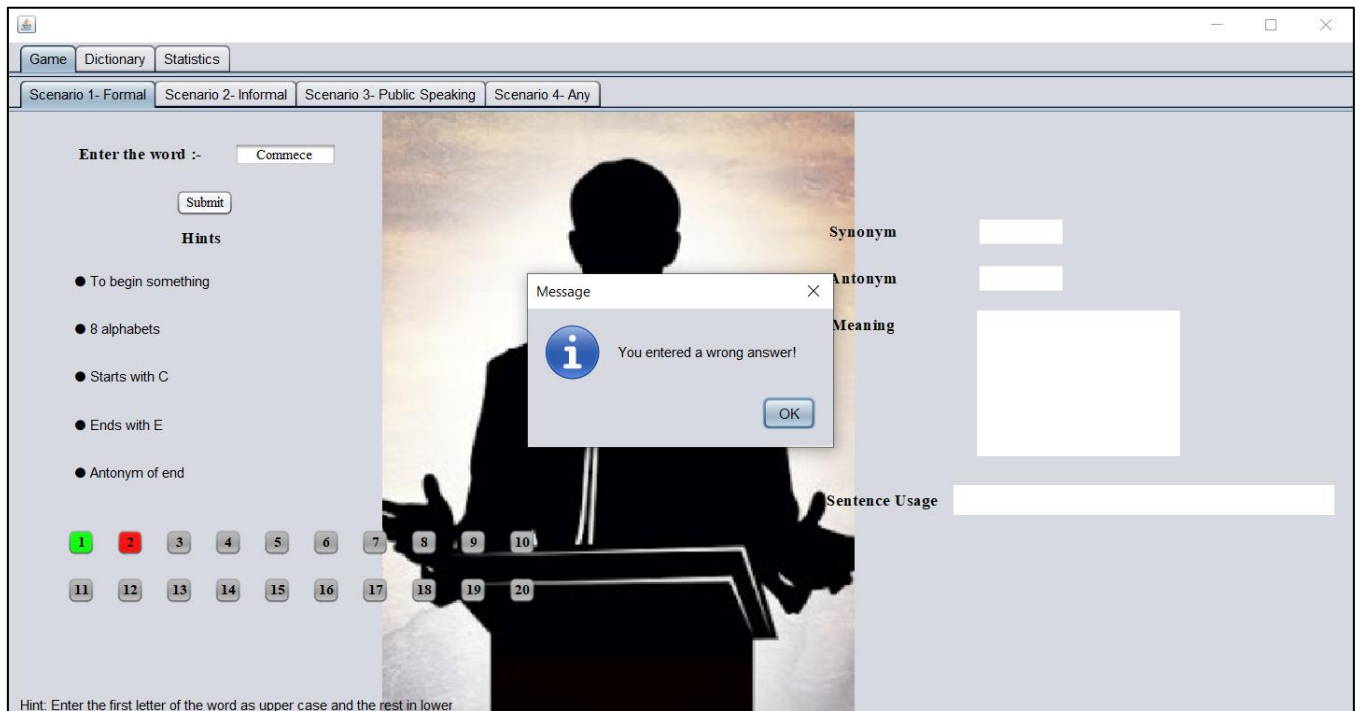
Sentence Usage



8. To answer the next question click the number of the question you want to answer.

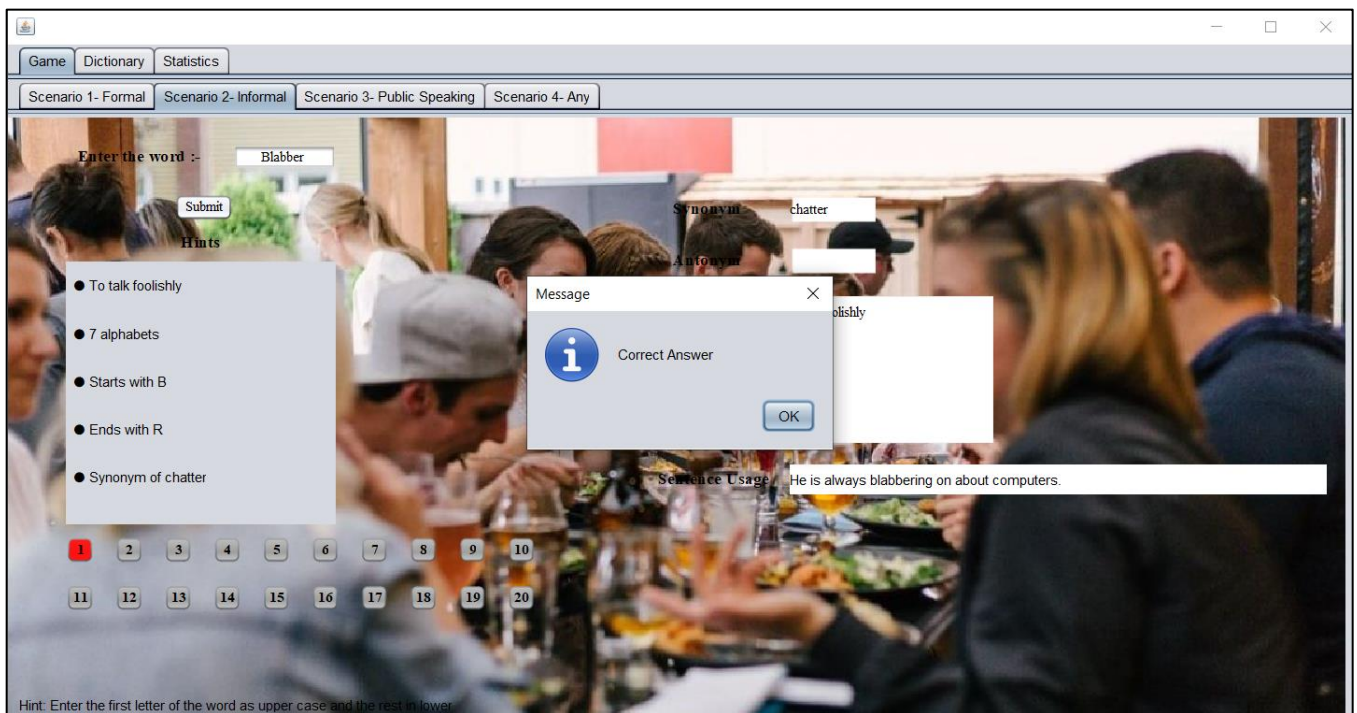
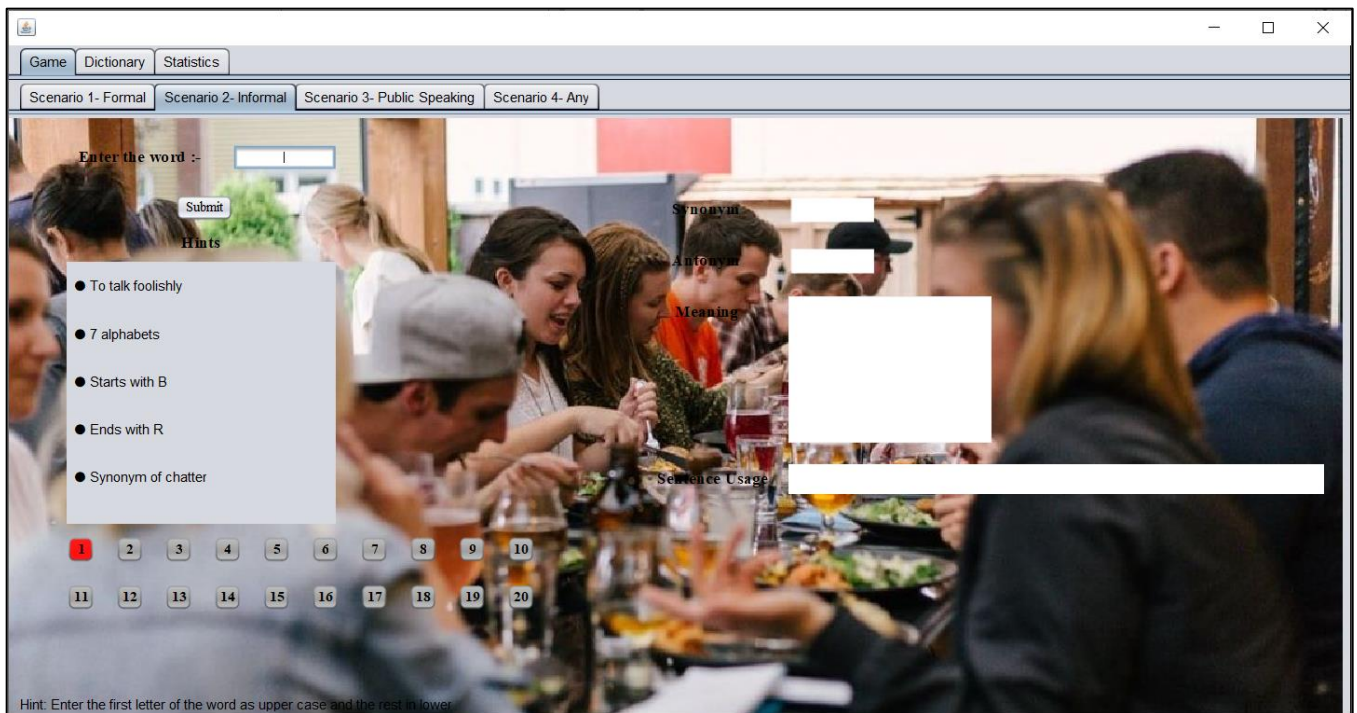


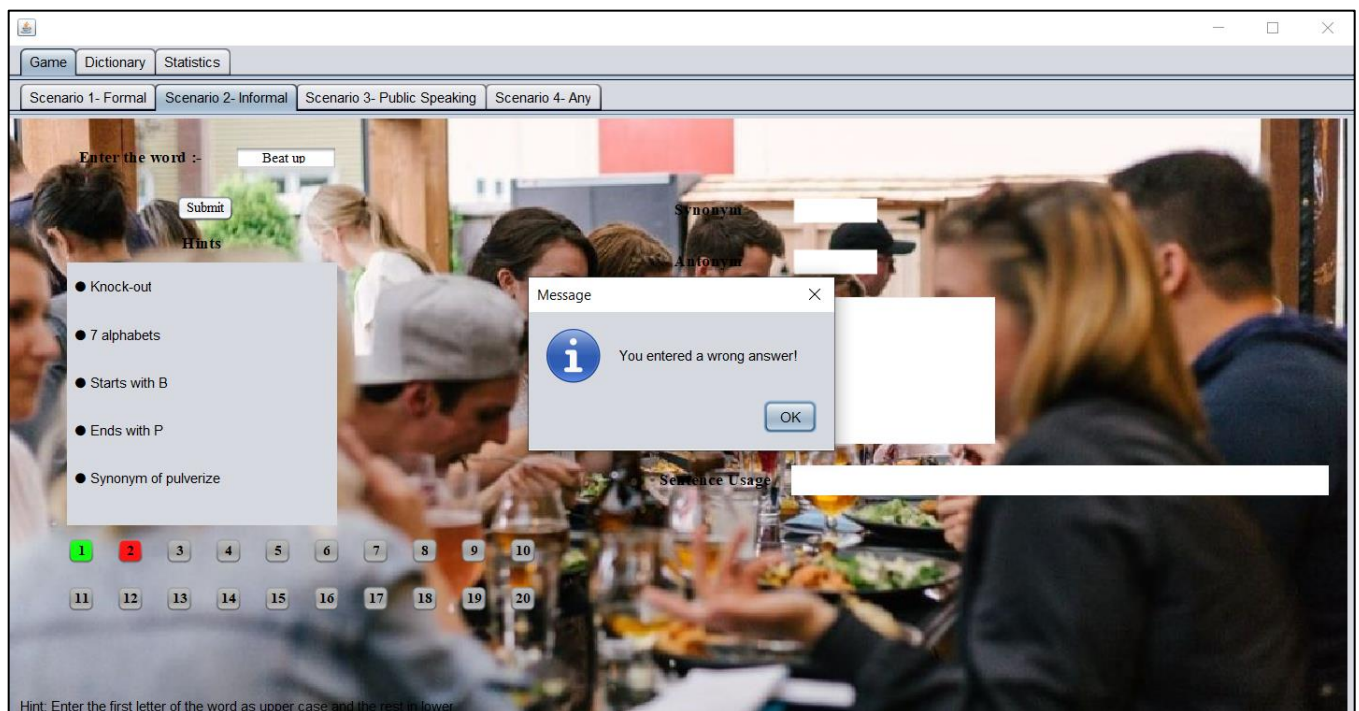
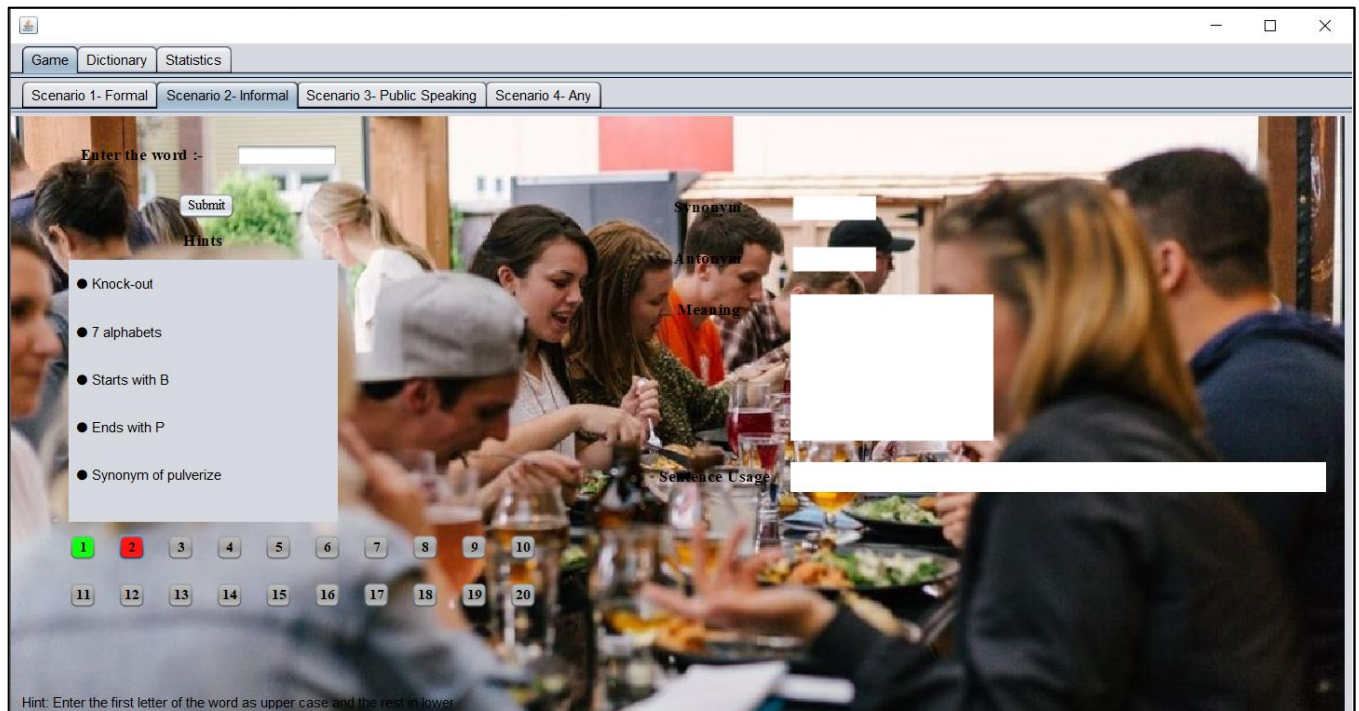
9. Enter the word of your choice according to the hints and click submit. In case of wrong answer, you will not be able to see the synonym, antonym, meaning and sentence usage. But the after submitting once you will be able to try it out once again after you turn the specific question number button red after clicking it once.





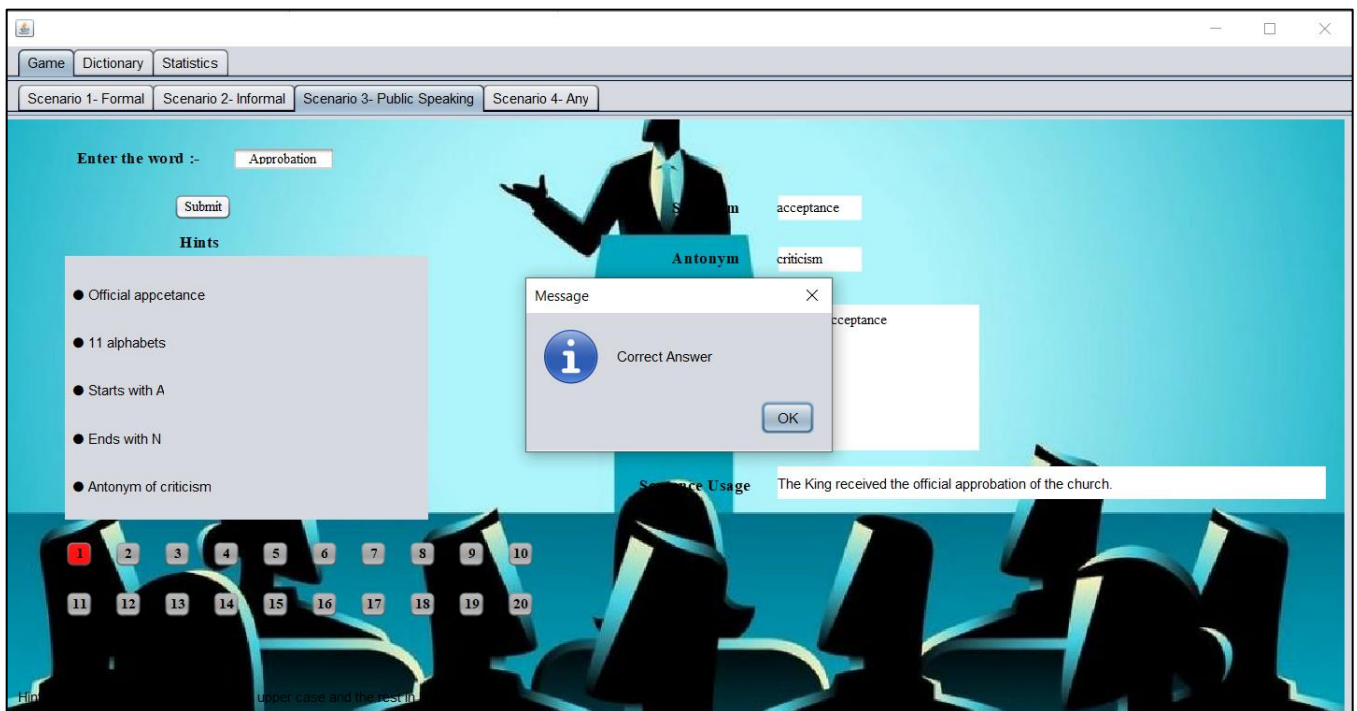
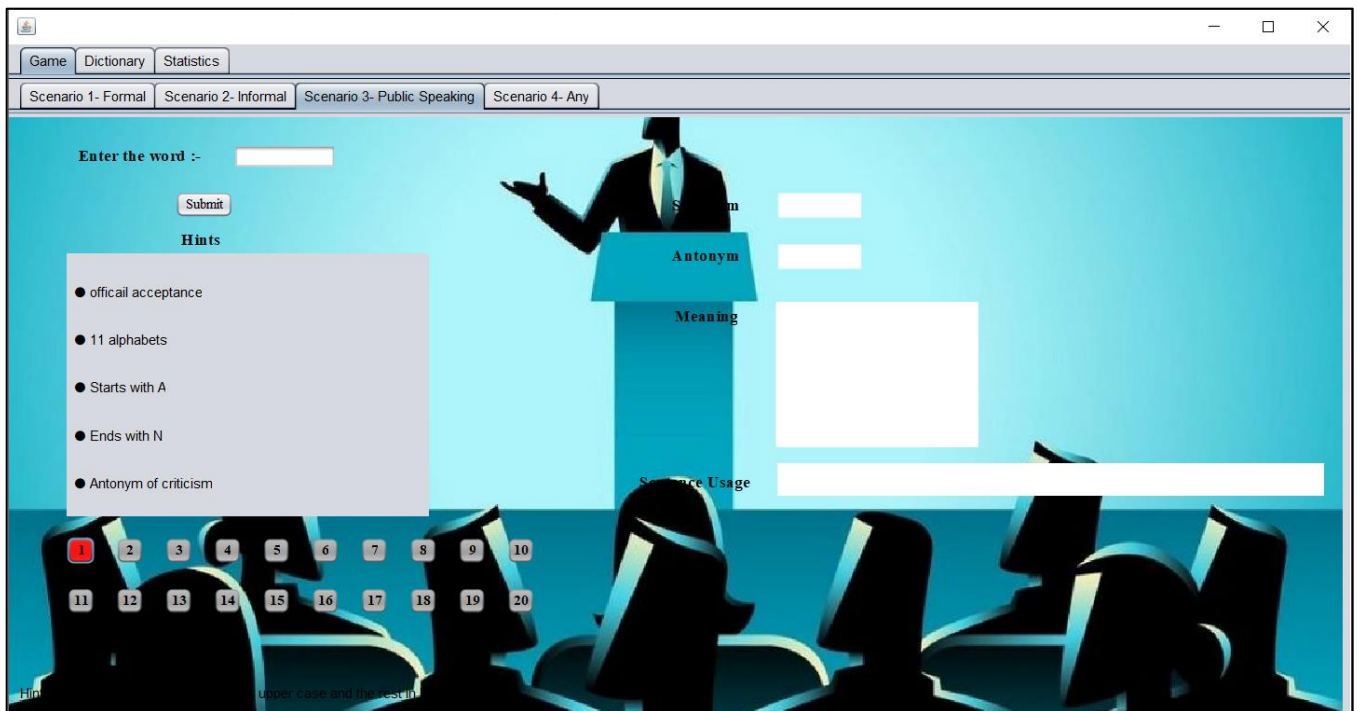
## Scenario 2 – Informal

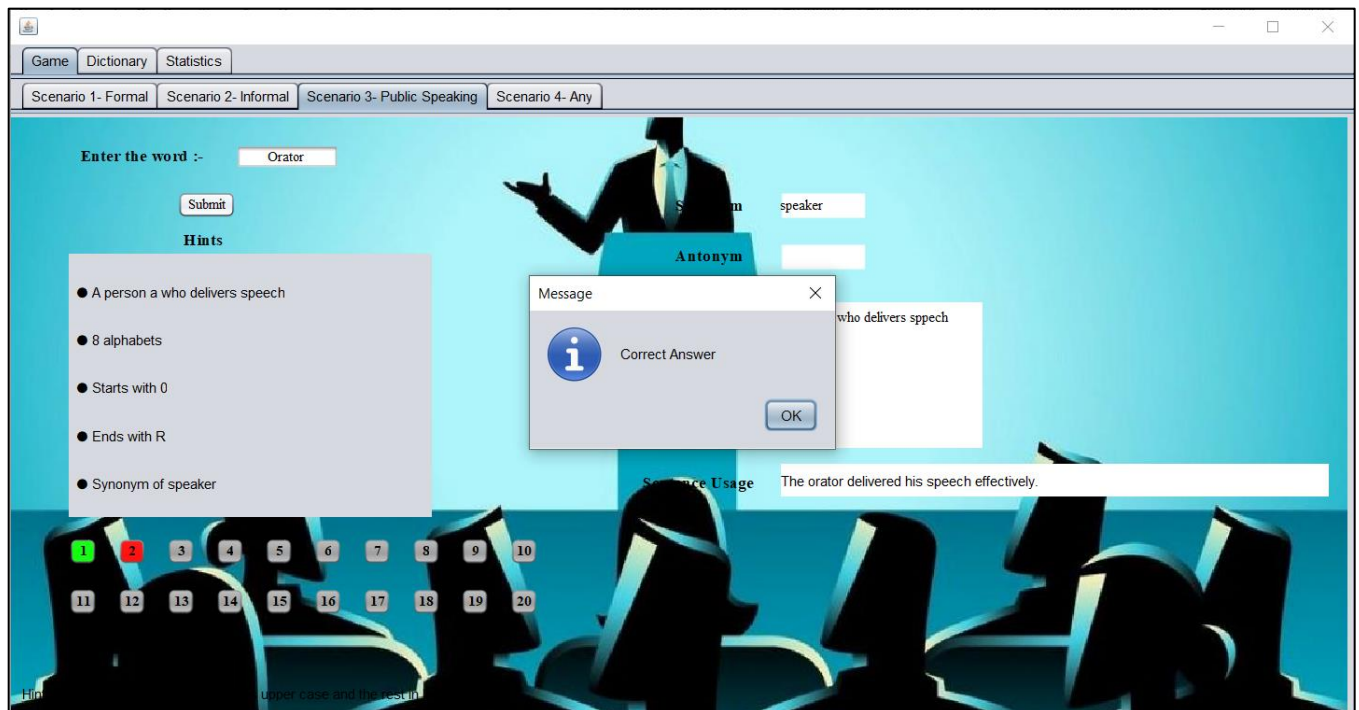
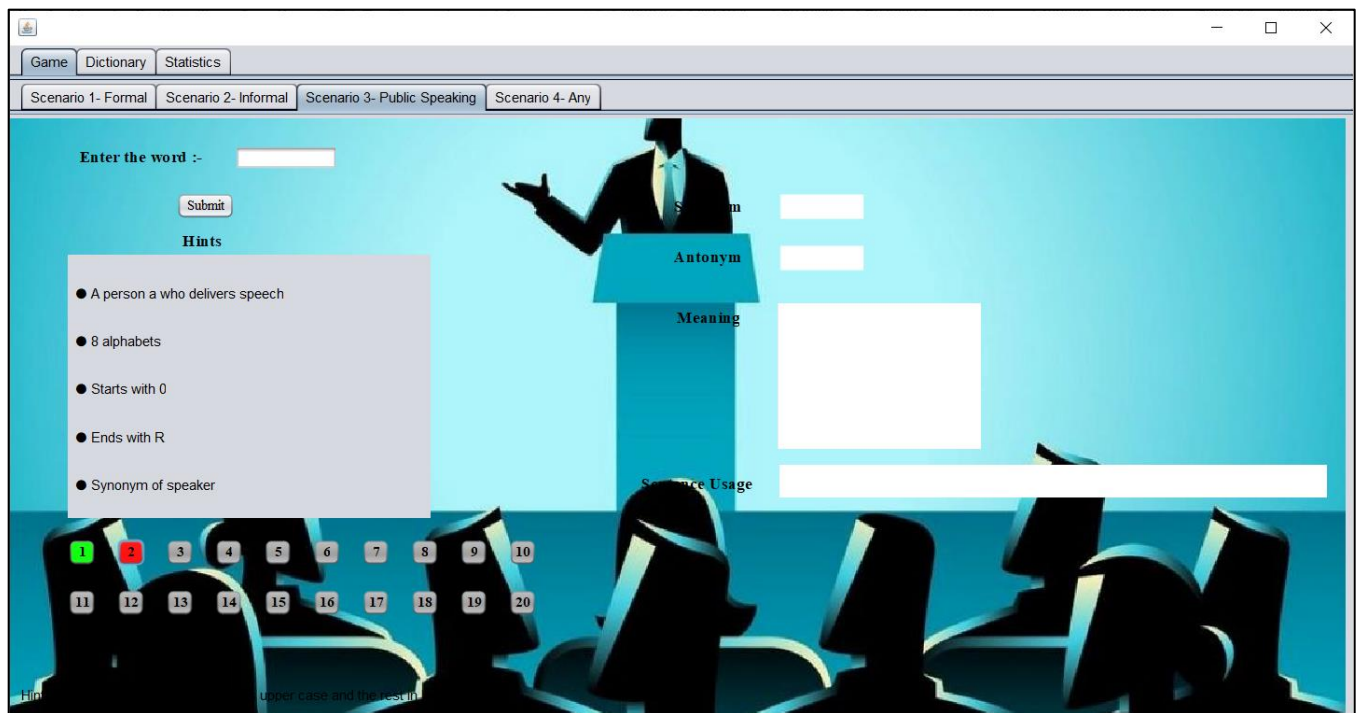




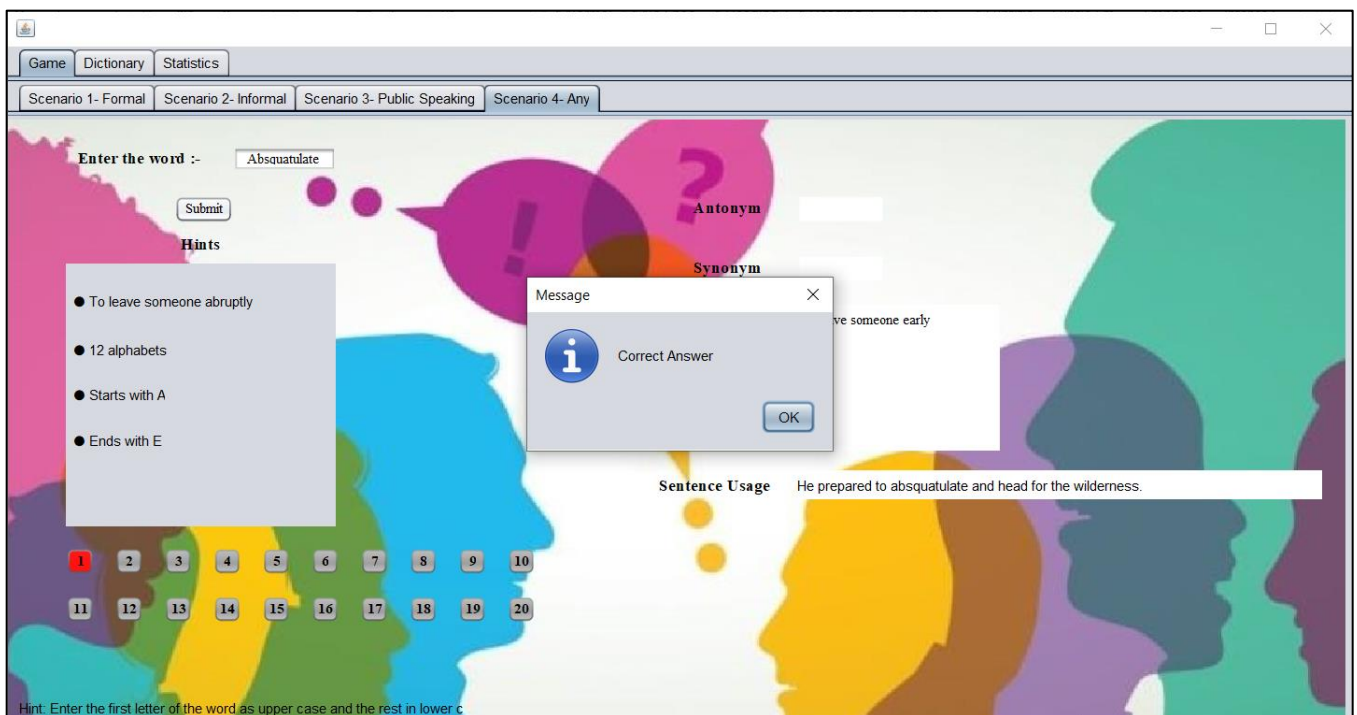
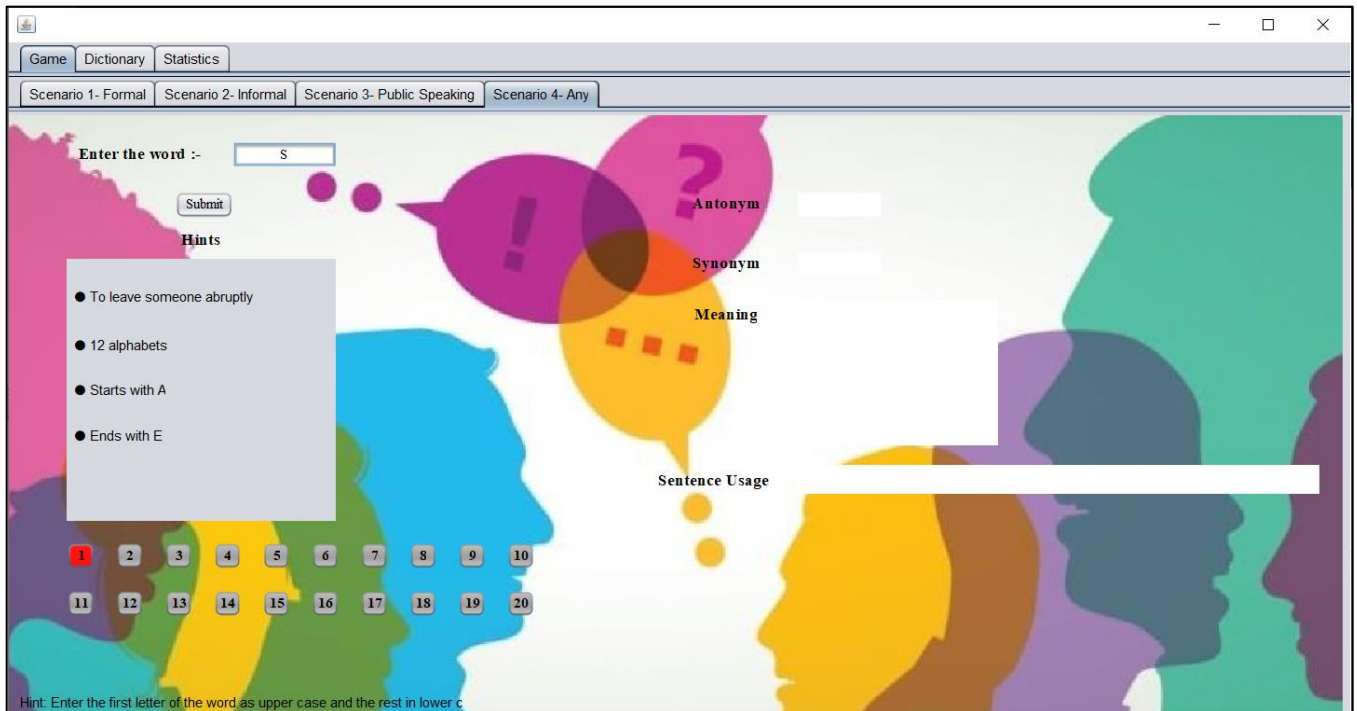


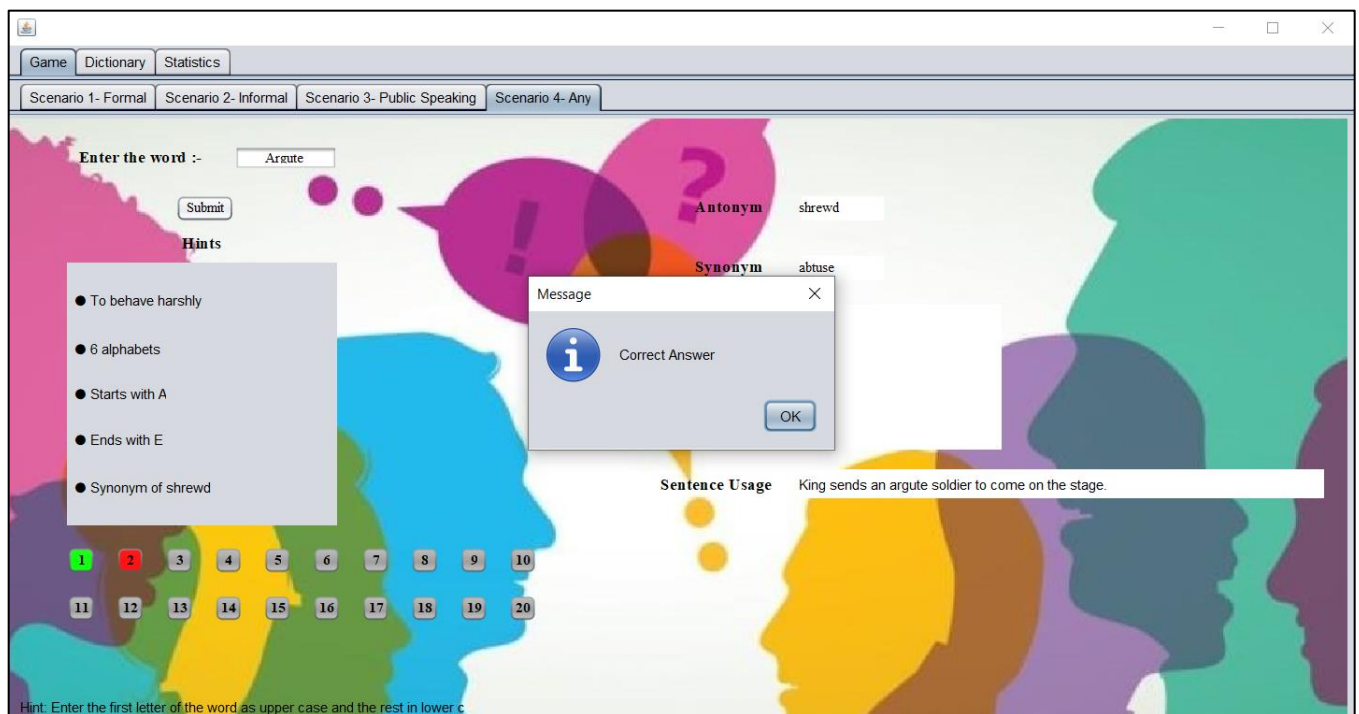
## Scenario 3 – Public Speaking





## Scenario 4 – Any







## Dictionary

A Dictionary has records of all the words from the application which you can see any time once you login into the application. The dictionary is accessible any time to learn new words. You can also use the dictionary to use the application and clear it faster.



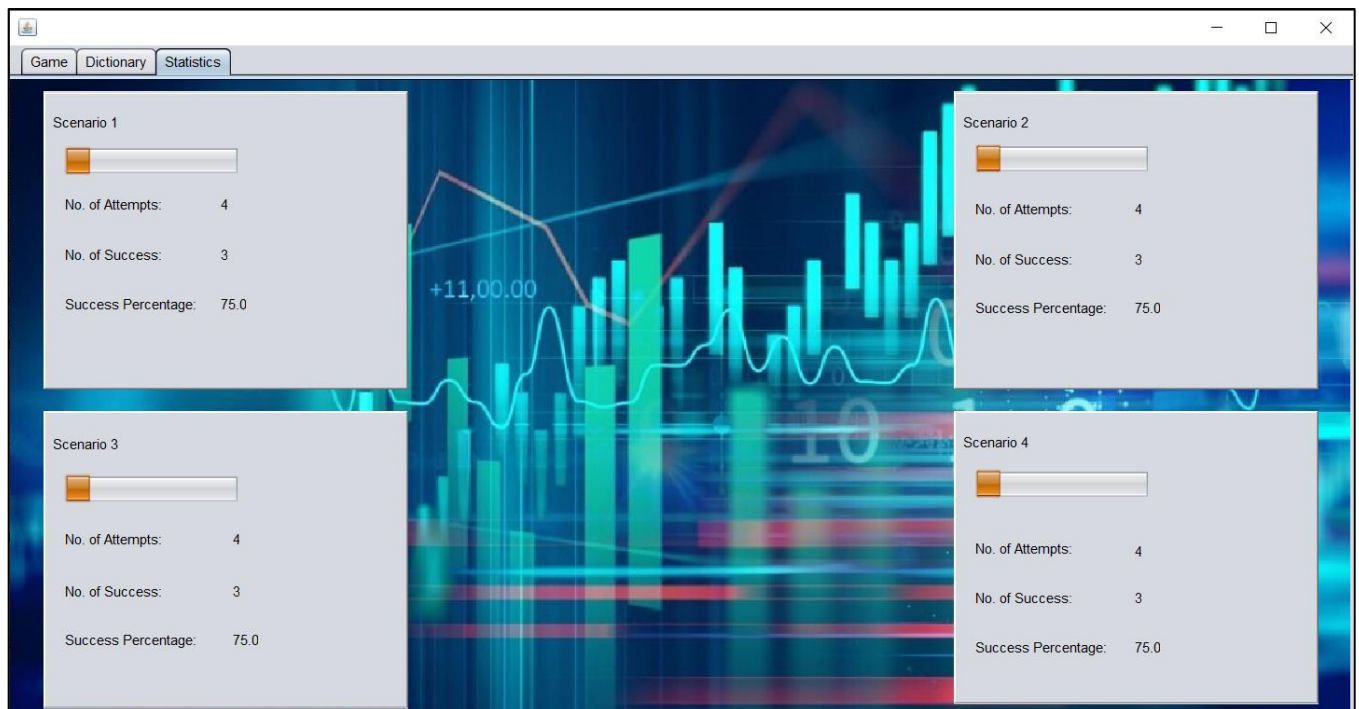
Word	Meaning
Ablocate	To transfer somebody
Abridge	To shorten a conversation
Absquatulate	To leave someone abruptly
Adjourn	Break off with intention of resuming later
Agelastic	Laughing rarely
Amiable	A friendly gesture
Amiss	To perform anything in a mistaken manner
Animate	To use different tones to make conversation lively
Approbation	Official acceptance
Argute	To behave with someone harshly
Ascend	To go upward
Attain	Succeed in achieving
Beat-up	Knock-out
Blabber	To talk foolishly
Cacoethes	An urge to do something inadvisable
Canorous	Something which is beautiful to listen
Commence	To begin something
Conceive	To think of something
Continuum	Something that changes character gradually
Coriaceous	A material that is similar to leather
Crapulous	To do a bad job
Debilitate	Making someone weak by using strong language
Dim	To define something clearly
Discourse	An extended communication on a topic
Dodgy	To have a doubt
Eager	To have interest in something
Elocution	Expert manner of speaking
Eloquence	Using powerful and effective language
Emacity	Keen to buy things
Endue	Give qualities to someone
Envisage	To think about something
Exude	To release something

Word	Meaning
Fabricate	To construct or manufacture something
Famished	To have a strong desire
Fiddle	An act of cheating
Flutter	To bet on something
Gobsmacked	To get amazed
Habile	To do things with great skill
Henceforth	From this point
Hodiernal	To relate to present day
Invective	Use bad language to express blame
Kip	To take a nap
Lactarium	Place where one gets all dairy products
Logomachy	Fight based on words
Meacock	person who has fear
Mend	To improve condition of something
Minacious	Deliberately frighten someone
Mollitious	Extremely comfortable
Natation	Act of swimming
Nicked	The stolen stuff
Notwithstanding	In spite of
Nutshell	To explain something in short
Ogdoad	To have many people together
Orator	A person who delivers the speech
Peroration	Concluding section of long speech
Perspicuity	To have clarity because of being easily understandable
Petrichor	Smell of soil that comes after rain
Plead	To appeal earnestly
Prescript	Prescribed guide for a course
Pursuant	Exclude something intentionally
Rack-up	To have large amount of work
Rawky	Not having a clear vision
Recapitulation	A summary that repeats a topic in short
Refute	To overthrow someone based on arguments

Word	Meaning
Natation	Act of swimming
Nicked	The stolen stuff
Notwithstanding	In spite of
Nutshell	To explain something in short
Ogdoad	To have many people together
Orator	A person who delivers the speech
Peroration	Concluding section of long speech
Perspicuity	To have clarity because of being easily understandable
Petrichor	Smell of soil that comes after rain
Plead	To appeal earnestly
Prescript	Prescribed guide for a course
Pursuant	Exclude something intentionally
Rack-up	To have large amount of work
Rawky	Not having a clear vision
Recapitulation	A summary that repeats a topic in short
Refute	To overthrow someone based on arguments
Resemble	Look like something
Rhetoric	Technique for using language effectively
Scrippage	One's personal belongings
Settle	To decide course of action
Shamble	Plan that is gone wrong
Similitude	To have something in common
Skive	To have less energy
Stratagem	To describe something in a long way
Subsequent	To come after something
Tad	In small amount
Tons	To have something in large quantity
Transpicious	Having a clear sight
Umbriferous	To be doubtful on honesty
Undermine	To lessen the effectiveness, power of somebody
Wanker	To behave idiotically
Wonky	To be wrong

## Statistics

Statistics tab shows the stats of the current login session of the user. It shows number of attempts, number of success and success percentage of each scenario separately. The statistics tab will update after every question you answer, and can check it after answering single question whether be it right or wrong.





# Chapter No. 7

## Applications



## Applications

This chapter represents the application of the project in different areas.

Following are various applications of our project: -

- The software can be used by any person irrespective of their age.
- Schools, colleges and another educational institutes can use this project to improve the dictions of their students
- Users can self-assess their game by viewing statistics tab in the game.
- Users can also gather more information about the word such as synonyms, antonyms, meaning and use of word in sentence.
- Users can also access the dictionary provided in the game.



# Chapter No. 8

## Future Enhancements

## Future Enhancements

This chapter includes the areas and features which can be included or modified for future enhancements.

Future enhancements for “What’s the word?” are as follows: -

1. In future we would like to enhance our project by adding competitions.
2. We would also like to take the game to a global level by connecting people through having group quizzes.
3. Since it is people’s game, we would also like to give the choice to user to add words in the respective scenarios.
4. This project can be implemented on a web server to improve its usability and functionality



# Chapter No. 9

## Conclusion

## Conclusion

This chapter concludes the project.

### Conclusion:

This project entitled as **What's the word?** is a Java Swing based project which helps the user to effectively communicate using correct dictions.

The project is successfully implemented with all the features mentioned earlier.

In future we would like to take this project beyond best by adding what is necessary and demand of the time.



# Chapter No. 10

## References

## References

- i. [www.google.com](http://www.google.com)
- ii. [The Complete Reference – Java 2](#)  
(Herbert Schildt)
- iii. <https://downloads.mysql.com/archives/c-mxj/>  
(to research and download MySQL connector/mxj)
- iv. <http://launch4j.sourceforge.net>  
(to create the cross-platform java executable wrapper)