# The (Failed) Creation of a Language Change Simulator

The goal of this project is to create a software that simulates language change. Below is a list of steps I have to take towards completing the project. Of course, I was wayyyy too overly optimistic when I first envisioned the project...

# Describing the language

In order to simulate language change, we must first describe the current state of the language. Therefore, our software needs to be able to read in and store the grammar of the language. The user should be able to input descriptions of an existing language, or they could use the software to create their own!

## 1 Phonemic inventory

The most basic component of a (spoken) language is a phoneme – the smallest unit of sound. Every language has a phonemic inventory, which is a collection of sounds that a speaker of that language perceives as distinctive. Each phoneme can be described using a feature matrix – a set of minimally necessary binary features that distinguishes it from all other phonemes in the language.

Thus, our software must be able to (1) store a phonemic inventory, (2) associate each phoneme to its set of features, and (3) allow the user to access phonemes via feature matrixes, and vice versa. As a bonus, we could also incorporate an algorithm that outputs a feature matrix given a list of feature values, and a system that allows the user to describe or create a phonetic-based writing system and associate each phoneme to an orthographical element.

#### 2 Phonology

Every language has phonological rules that govern how phonemes are realized in speech. These rules are encoded using the same feature matrixes described above.

Thus, our software must be able to (1) allow the user to input and store phonological rules, and (2) correctly apply these rules to phonemic representations and yield the appropriate phonetic forms.

#### Time out...

So by then I realized that even getting that far is a bit of a stretch... And I was right...

# An account of my unfortunate struggles

## 1 Creating a user interface

When I first started the project, I decided that the first thing I needed to do was to create a user interface. I found the *Qt5 C++ GUI Programming Cookbook* (URL:

https://culturalengineerassociation.weebly.com/uploads/8/6/7/7/86776910/qt5\_c\_\_gui\_program ming\_cookbook.pdf) and followed instructions. I learned to use stylesheets, layout options, spacers, and various clicking reactions.

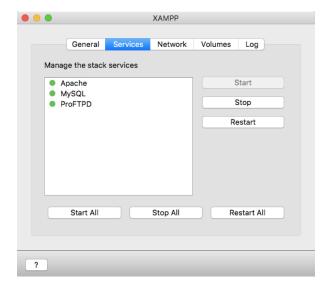
# 2 Setting up a database

Following the Qt Cookbook, I attempted to create and connect to a database. I downloaded XAMPP, which is a package that includes Apache and MySQL, which I need in order to create a database. Since the version of XAMPP that I downloaded has a very different user interface than the one described in the cookbook, I had to figure out how to make it work. Below is a list of steps (with screenshots!) that I took to set up a simple database for any unfortunate soul to follow:

(1) Launch XAMPP and click "Start"



(2) Click on "Services". If the circles next to Apache and MySQL are red, click on each and click on start. If they are both green, you're good to go!



(3) Go back to "General" and click on "Go to Application". It should take a page that looks like this:



# Welcome to XAMPP for 7.2.5-0

You have successfully installed XAMPP on this system! Now you can start using Apache, MariaDB, PHP and other components. You can find more info in the FAQs section or check the HOW-TO Guides for getting started with PHP applications.

XAMPP is meant only for development purposes. It has certain configuration settings that make it easy to develop locally but that are insecure if you want to have your installation accessible to others. If you want have your XAMPP accessible from the internet, make sure you understand the implications and you checked the FAQs to learn how to protect your site. Alternatively you can use WAMP, MAMP or LAMP which are similar packages which are more suitable for production.

Start the XAMPP Control Panel to check the server status.

#### Community

XAMPP has been around for more than 10 years – there is a huge community behind it. You can get involved by joining our Forums, adding yourself to the Mailing List, and liking us on Facebook, following our exploits on Twitter, or adding us to your Google+ circles.

#### Contribute to XAMPP translation at translate.apachefriends.org.

Access forbidden!

Can you help translate XAMPP for other community members? We need your help to translate XAMPP into different languages. We have set up a site, translate.apachefriends.org, where users can contribute translations.

(4) Click "phpMyAdmin" at the top right corner of the page. You will most likely see this error message:

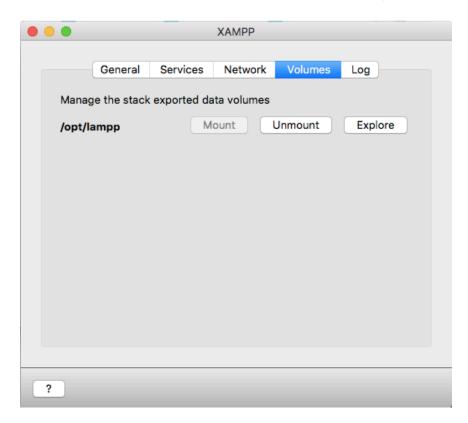
# New XAMPP security concept: Access to the requested directory is only available from the local network. This setting can be configured in the file "httpd-xampp.conf". If you think this is a server error, please contact the webmaster.

#### Error 403

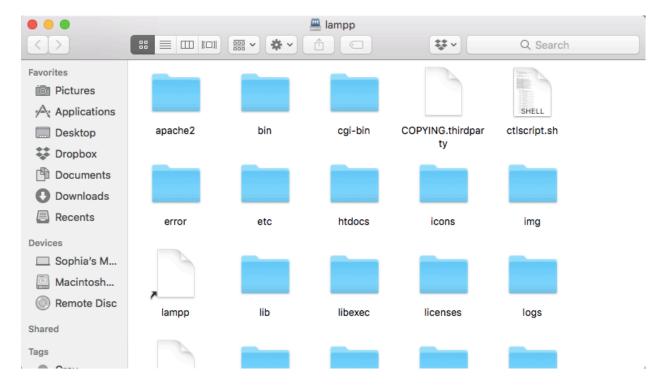
192.168.64.3 Apache/2.4.33 (Unix) OpenSSL/1.0.20 PHP/7.2.6 mod\_perl/2.0.8-dev Perl/v5.16.3

Note: It took me foreeever to figure out how to fix this. You're welcome!

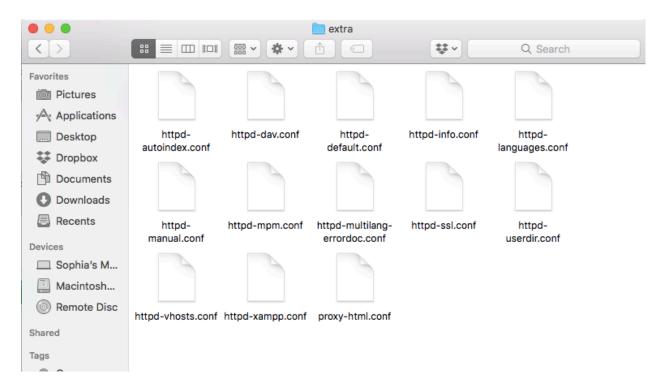
(5) Go back to the XAMPP interface and click on "Volumes". Then, click on "Mount".



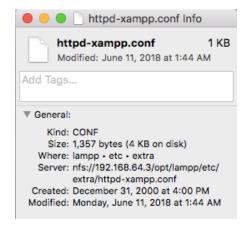
(6) Click on "Explore", and you'll be taken to a Finder window that looks like this:



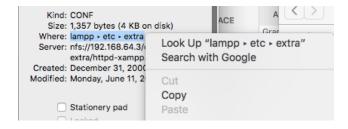
(7) Click into the folder "etc", then into another folder "extra", where you'll see a file named "httpd-xampp.conf" (second one in last row). We need to modify this file in order to fix the Access Forbidden error.



(8) Right click on the file and select "Get Info". A window like this will pop up:



(9) Select the information after "Where" and copy it.



(10) Open Terminal, type in **cd**, space, and paste the address you just copied. Hit enter. Your Terminal should look something like this:

```
[Sophias-MacBook-Air:~ sophialuo$ cd /Users/sophialuo/.bitnami/stackman/machines/] xampp/volumes/root/etc/extra Sophias-MacBook-Air:extra sophialuo$
```

(11) Type **vim httpd-xampp.conf** and hit enter. You will see something like this:

```
#<IfDefine PHP4>
#LoadModule php4_module
                               modules/libphp4.so
#</IfDefine>
#<IfDefine PHP7>
#LoadModule php7_module
                               modules/libphp7.so
#</IfDefine>
# We will enable it by default
#<IfDefine PHP>
  LoadModule php7_module
                                 modules/libphp7.so
#</IfDefine>
LoadModule perl_module
                              modules/mod_perl.so
Alias /phpmyadmin "/opt/lampp/phpmyadmin"
# since XAMPP 1.4.3
<Directory "/opt/lampp/phpmyadmin">
    AllowOverride AuthConfig Limit
    Require local
    ErrorDocument 403 /error/XAMPP_FORBIDDEN.html.var
</Directory>
"httpd-xampp.conf" 51L, 1357C
```

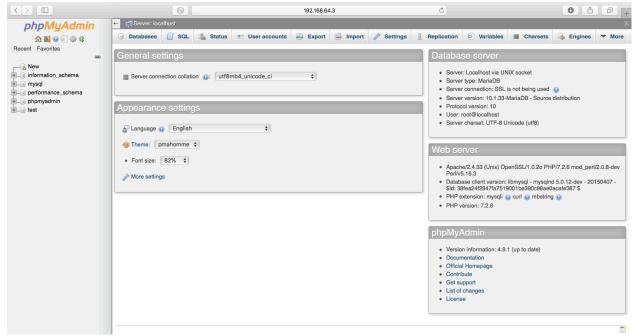
(12) Hit 'i' (stands for "insert") so we can modify the file. Find the following section:

```
# since XAMPP 1.4.3
<Directory "/opt/lampp/phpmyadmin">
    AllowOverride AuthConfig Limit
    Require local
    ErrorDocument 403 /error/XAMPP_FORBIDDEN.html.var
</Directory>
```

(13) Modify this section as follows:

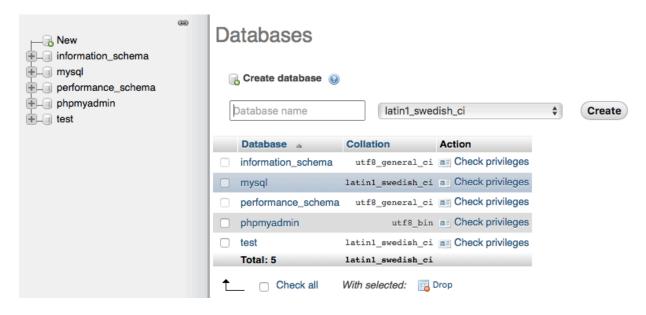
```
# since XAMPP 1.4.3
<Directory "/opt/lampp/phpmyadmin">
    AllowOverride AuthConfig Limit
    Order allow,deny
    Allow from all
    Require all granted
</Directory>
```

(14) Hit **esc**, type **wq**, then hit enter to save and quit. Now, restart XAMPP following steps (1) to (4). This time, you should be taken to an interface like this:



We're finally ready to start creating a database!

(15) Click on "New" at the top of the left side bar, and you will see something like this:



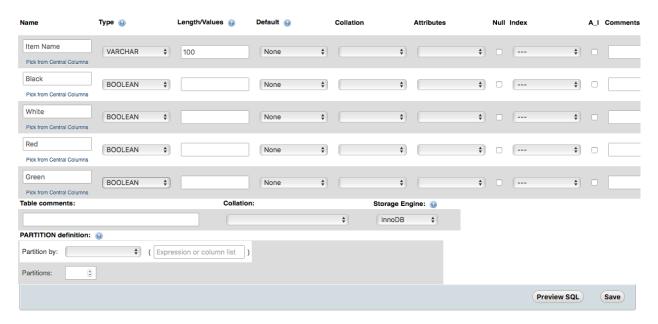
(16) Type in a database name of your choosing (I will use "Tutorial") and click on "Create". You will then see this:



(17) Now, suppose that, in our database, we want to store some items and their colors – whether they are black, white, red, green, or some of the above, or all of the above. For this purpose, I will create a tabled named "Items", and give it five columns. You create any table of your choosing. Once you have entered the name and the number of columns you want, click on "Go".



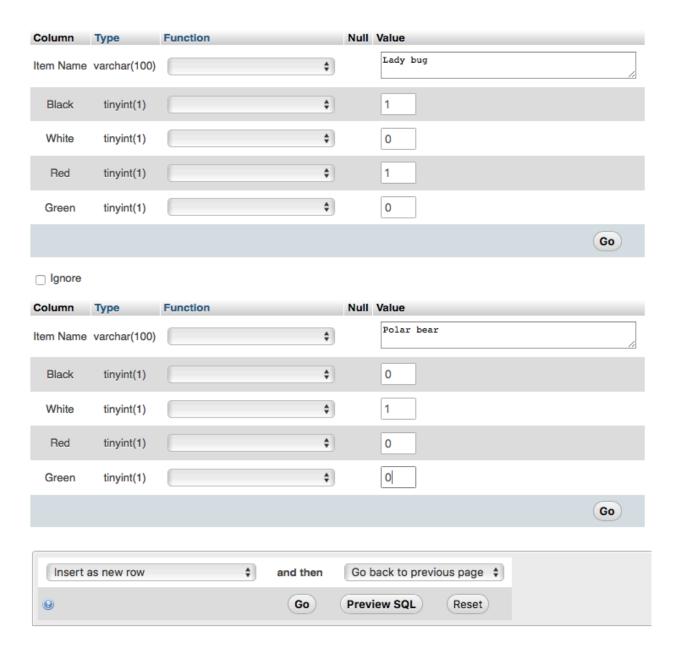
(18) Now, you will have the chance to set up your table. When you're ready, click on "Save". Here is how I set up mine:



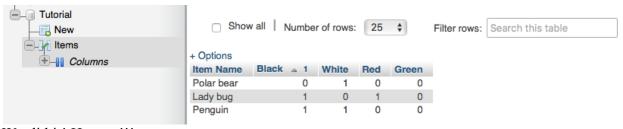
(19) In order to add entries into our database, click on the database name in the left sidebar (mine is "Tutorial"), and click on "Insert" under "Action" at the center of the page.



(20) Add each item to the form, and click "Go" at the bottom of the page when you're done. Here is an example:



(21) Now, click on "Items" in the left sidebar, and you should see a table with items we entered:



We did it! Hooray!!!

## **3** Connecting Qt to a database

So God knows how many hours I have spent looking at tutorials and forums trying to figure this out, but it just *would not work*.

The code that various tutorials and forums said to put in **main.cpp** are pretty much all the same, and look something like this:

```
// creating a database connection

QSqlDatabase db = QSqlDatabase::addDatabase("QMYSQL");
db.setHostName("localhost");
db.setUserName("root"); // default mysql username for xampp is 'root'
db.setPassword(""); // xampp mysql has no password in default
db.setDatabaseName("qtdatabase");

// lets test the connection
if(db.open()){
    cout << "Database connected" << endl;
}
else{
    cout << "Database connect failed" << endl;
}</pre>
```

It never works.

Following tutorials and forums, I have tried to

- (1) Copy and paste the folder "sqldrivers" in .../Qt/5.11.0/clang\_64/plugins into the debug location of my Qt project. It didn't work.
- (2) Download MySQL Connector/C++ (download link here:

  <a href="https://dev.mysql.com/downloads/connector/cpp/">https://dev.mysql.com/downloads/connector/cpp/</a>) and add the library files in my Qt project. Since all the tutorials I could find were done on Windows OS, the library files are slightly different. Nonetheless, I tried including, one, some combination, or all of the library files in my project, and it DOES NOT WORK.

Moral of the story: Maybe I should try Python instead...

# **Attempt two: Python**

And that is what I shall do!! Below is a step-by-step documentation of my progress:

### 1 Setting up

- (1) Downloaded and installed Python 3.6.5 for MacOS from <a href="https://www.python.org">https://www.python.org</a>
- (2) Found YouTube tutorial for connecting to MySQL database with Python: https://www.youtube.com/watch?v=JcOzJLO2V7k
- (3) Created file mysqlcode.py
- (4) Then she started talking about pymysql and I don't know what that is...
- (5) Found a seemingly more straightforward YouTube tutorial: https://www.youtube.com/watch?v=1ji8lqiBJe0
- (6) Downloaded Python connector for MySQL Platform Independent (Architecture Independent), ZIP Archive Python from <a href="https://dev.mysql.com/downloads/connector/python/">https://dev.mysql.com/downloads/connector/python/</a>
- (7) Typed the following commands in Terminal and hit enter to install:

```
[Sophias-MacBook-Air:~ sophialuo$ cd Desktop/
Sophias-MacBook-Air:Desktop sophialuo$ ls
mysql-connector-python-8.0.11
| Sophias-MacBook-Air:Desktop sophialuo$ cd mysql-connector-python-8.0.11
| Sophias-MacBook-Air:mysql-connector-python-8.0.11 sophialuo$ ls
CHANGES.txt
                                      examples
                                                                            unittests.py
                   PKG-INFO
                                                         setupinfo.py
LICENSE.txt
                   README.txt
                                      lib
                                                         srç
MANIFEST.in
                   docs
                                      setup.py
                                                         tests
Sophias-MacBook-Air:mysql-connector-python-8.0.11 sophialuo$ python3 setup.py install
```

- (8) Downloaded and installed PyCharm CE from here: https://www.jetbrains.com/pycharm/download/#section=mac
- (9) Created a new Python project in my repository  $\rightarrow$  OH NO I HAVE RUN OUT OF DISK SPACE T\_T X\_X