Vocal interface

*Commands*

Our commands are mapped like programming language functions in order to be very accessible to the user. If this sound complicated we’ll prove you the contrary in the following lines.

All the commands are starting with the **ACTION**. The user can pick the following actions:

1. draw
2. highlight
3. select
4. delete

So far we know we have to use:

<ACTION> …

The next part in the command is what actually the user will draw. This means the user has to add the **INSTRUMENT** and its **PARAMETERS.** If we take a look at the Userflow of adding a custom equilateral triangle we can see we have to add:

<INSTRUMENT NAME> = “Equilateral triangle”

<PARAMETERS>  
 <PARAM1> = Point1

<PARAM2> = Point2

<PARAM3> = Point3

<PARAM4> = Side length

This is it. You can now draw figures. By default the application will add the first figure in the center of the canvas then continue to add the following ones to it’s right, if the canvas size allows. Consider it like filling a table from left to right.

So far we use:

<ACTION> <INSTRUMENT\_NAME> <PARAMETERS>

But wait! This is not it!

You can add even more options to the command at the end, in any order like:

<color red>, <left | above | right | below of drawing NAME>