Opening Files through Speech

Super Computing Challenge

Eldorado High school

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Executive summary

Our problem is that computer user interface is too difficult for the disabled persons of the world to use. There are other problems that we also will solve with our program. These problems range from desktop clutter, too advancing the field of computer interface technology. At the very first, back in September we approached the problem more as trying to make a product/program to sell after the challenge was over. With that in mind it would be in open beta for awhile so that users can try it out before they might want to buy it.

While typing this report, although we have realized that with the time constraints of the challenge making a base for our product would be our best direction we should take when deciding what kind of product would best solve our dilemma. Even though our product is still in pre-beta stage, we will be fine modifying the product after both the April, 5 deadline, and before the Supercomputing Challenge Expo later on.

Right now your wondering "How Does This Program Work?" our Program will record a user voice command and correspond it with a file/executable. The user can then trigger the file/executable with the same exact voice command when ever they want. Because our problem and product/program has no data to be recorded and analyzed, the only limits to the program is the user interface and the time allowed completing the project.

In conclusion we are hoping to help make breakthroughs in the computer industry. Our generation is the feature of computer programming and it is our duty to bring the industry to new heights and breakthrough new barriers. The result of the supercomputing challenge is a huge success. We set out to help the disabled persons of the world –and everyone else too- by creating a necessary stepping stone for, both our group and any other person(s) who wish take both voice command and computer interface technology to the next level.

Technical Paper

Problem Definition –

Our problem is that computer user interface is too difficult for the disabled peoples of the world to use. There are other problems that we also will solve with our program. These problems range from desktop clutter, too advancing the field of computer interface technology. At the very first, back in September we approached the problem more as trying to make a product/program to sell after the challenge was over. This thinking is still with us as we are typing this report, although we have realized that with the time constraints of the challenge making a base (pre-beta) product would be our best direction we should take when deciding what kind of product would best solve our problem. Even though our product is still in pre-beta phase, we will be fine tuning the product after both the April, 5 deadline, and the expo. The program will be basic and to the point with none of the extra features that a professional programmers would be able to make it nice and pretty.

Our product/program -

Our product will record a user voice command and correspond it with a file/executable. The user can then activate the file/executable with the same exact voice command when ever they wanted. Because our problem and product/program has no data to be recorded and analyzed, the only limits to the program is the user interface and the time allowed completing the project. The materials necessary to finish included the internet, how-to-books, and any programmer we could talk to in a 10 mile radius.

Results –

Since our product/program has no recordable data our results are in the form of our success and the knowledge gained through going through all of the steps in making a product. The steps mostly involve research in the product/program and whether or not we have the necessary skills and time to complete the program/product. Actually creating and debugging the code is far easer in comparison. We discovered many things about our group. The biggest most obvious is that we are all overachievers. Trying to

make this awesome program that will blow all our competition away, then after dwarfing all of the other challengers we would instantly make millions off our product/program by selling it to Microsoft. The second lesson we were taught is that once we set our minds to something it takes a very big two by four to pry us away form whatever we set our minds to. Third and finally we all discovered that we like programming and had a blast the whole time.

Conclusions –

In conclusion we are helping to make breakthroughs in the computer interface industry. Our generation is the feature of computer programming and it is our duty to bring the industry to new heights and breakthrough new barriers. The result of the supercomputing challenge is a huge success. We set out to help the disabled peoples of the world –and everyone else too- by creating a necessary stepping stone for, both our group and any other person(s) who wish take both voice command and computer interface technology to the next level.

Recommendations –

I highly recommend that you make it clearer that a mathematical and or scientific problem is preferred. Not until the interim did I learn of the judging criteria, and subsequently the points for mathematical modeling and data results. I have seen through other years and this year that you do accept non mathematical and data problems you should put both on the website and any advertisements that it counts against you when judging. In order to finish the product/program on time we had to continually narrow our scope to meat the time limits. Part of the time problem is the interim reports and evaluations are all just rewording the abstract, only a few new insights that you have come across are added to the report and evaluation. I will suggest that you require the mathematical modal for the report, and the code for the evaluations.

Opening programs through speech

Eldorado High School

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