SAT

Spelling Alphabet Trainer v 1.0

some thoughts someone may find helpful

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1. Program overview

Spell Table Trainer is a small application for practicing spelling of characters by spelling table (alphabet). Spelling tables are usually used in radio communication, to prevent misunderstanding of key information. They are used by aviators, army, firefighters, paramedics, police and other groups. Different groups, countries, nations may use different spell tables. Spell Table Trainer just randomly asks you for spelling of characters from selected table. You type what you think the correct spelling is and the program than checks it, counting correct and incorrect answers. You can continue forever. When all characters has been asked, they are asked again (until you close the program).

1.1. What is there on that window and what for?
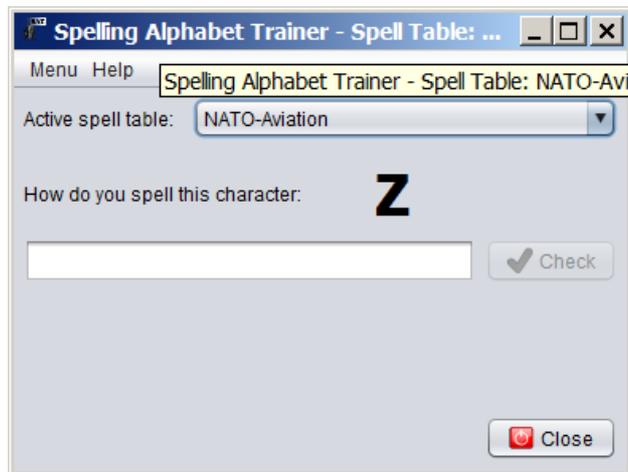
Figure 1: Main program window

As mentioned in the overview, this is simple application (Figure 1). There is selection box for you to select spell table you want to train spelling with. Below that (in the middle of the window), there is a bold character. This is the one you are supposed to spell into the text field below it. You can than check your answer with the **Check** button to the right of the text field. Figure 2 shows the check result when you were right:
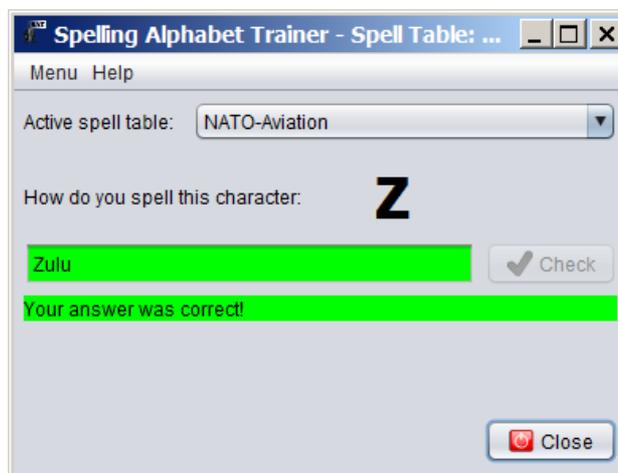

Figure 2: Correct answer

And Figure 3 shows the check result when you were wrong:
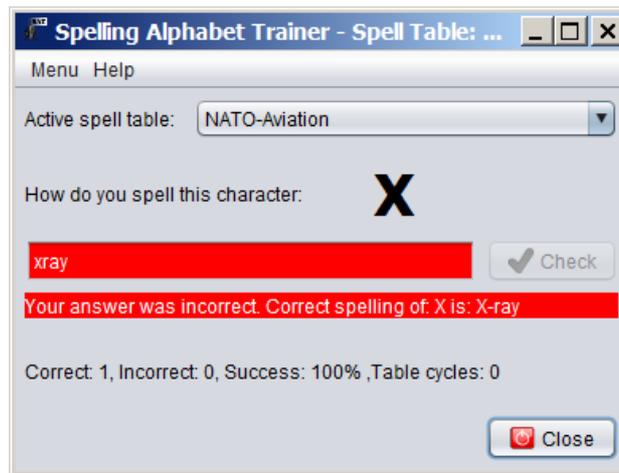
Figure 3: Incorrect answer

After the check is done, you are asked for spelling of randomly selected character you have not been asked yet during current table cycle. Table cycle is done when you spelled all the characters defined in selected spell table correctly. Correct answers are remembered for current cycle and you are not asked for correctly spelled characters in that cycle again. Incorrectly spelled characters however are not remembered and you will be asked again before cycle ends.

On the bottom, there is **Close** button, which is self explanatory.

1.2. What is in the menus?

There are two menu entries on the main program window. These are as follows:
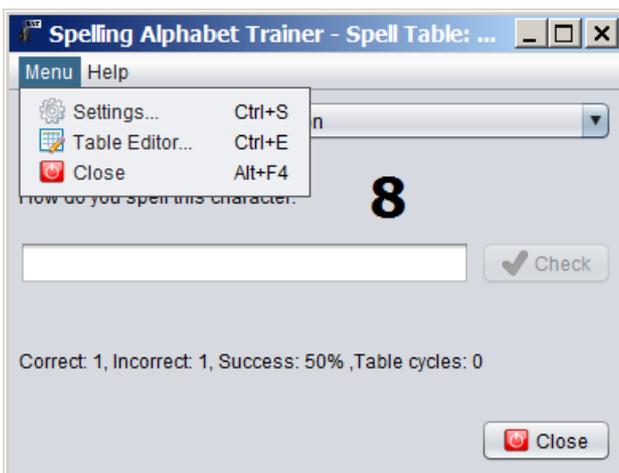
*Figure 4: Main Menu, or just the "Menu", your choice*
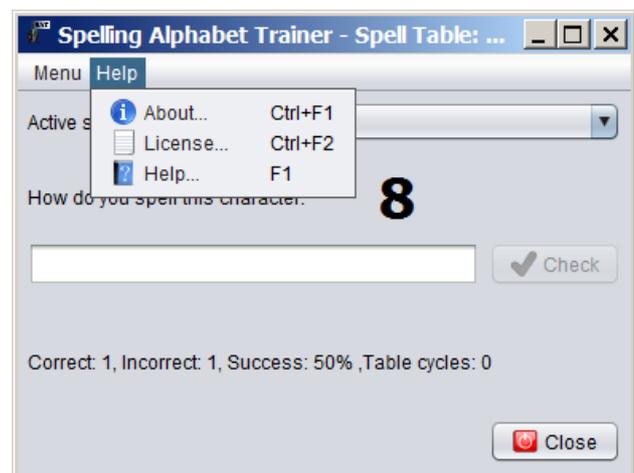
Figure 5: The "Help" menu and its items

1.2.1 The "Menu"

There are 3 items in this menu as you can see at Figure 4. The **Settings...** option opens the settings window. Please see Settings chapter for details. The **Table Editor...** opens Spell Table Editor

window. More on that in Spell Table Editor chapter. The last one – **Close** is self explanatory and performs the same action as the **Close** button located on main window.

1.2.2 "Help" menu

There are also 3 items in the menu. **About...** shows information window about application. **License...** will open license file and **Help...** will open help file. The license and help files are stored in the **docs** folder in the application directory. There may be more license and help files in different languages. For example, if the language selected is English and you click **License...** option in the menu, the program will try to open *license_en_US.pdf*. If it is not found, it will try open *license.pdf*, which is the default one. If neither of those is found, you will get error message.

2. Settings

In the setting you can customize some program options to meet your needs. The setting window looks like this:
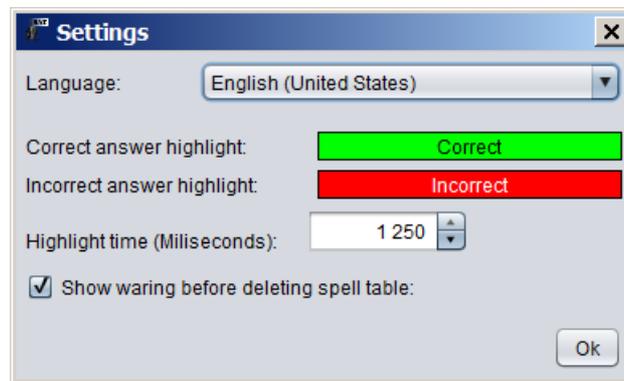
Figure 6: Settings window

Not so many things to choose from, right? Well, first of what you can choose, is the **language**. Just select one in the selection box and everything will be immediately displayed in that language.

Next options are to customize the color for highlighting correct and incorrect answers. You can set background and foreground color for each option. To set the background color, click on the example box with **left mouse button**. Color selection dialog will open:
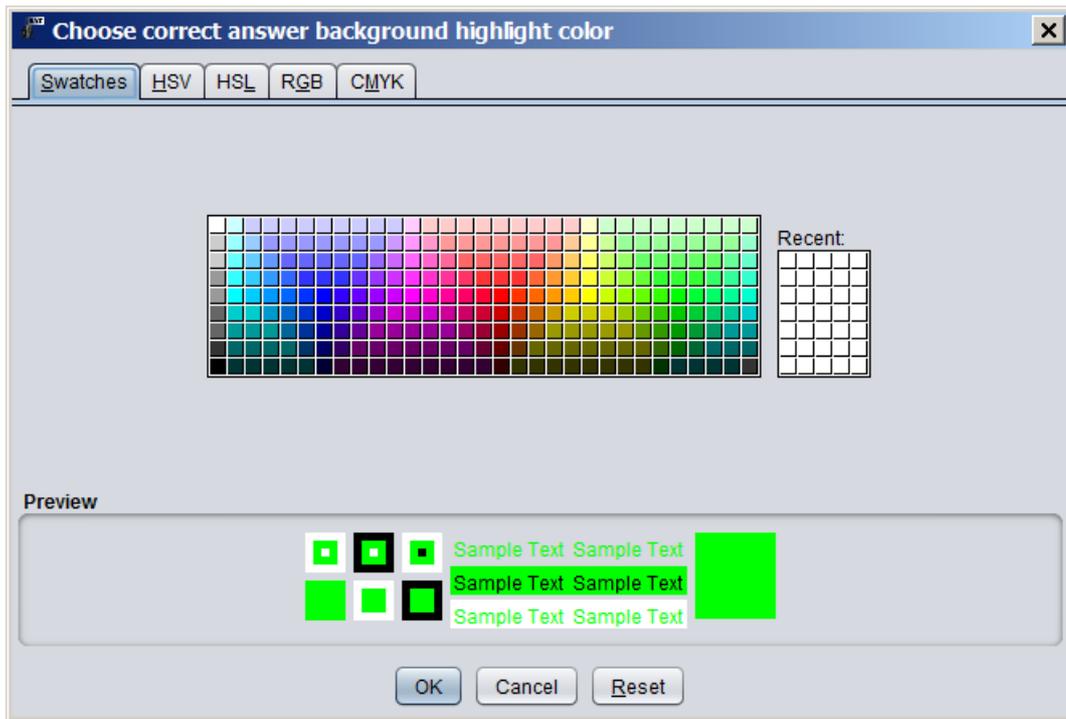
Figure 7: Color selection dialog

Select the color you want and click **Ok**. To set the foreground color, click on the example box with **right mouse button**.

Next option allows you to select **highlight time**. This is the time period for which the correct/incorrect answer will be highlighted before you are asked for spelling of another character.

Last option will set to display warning message if you are about to delete spell table. This is related to Spell Table Editor, see corresponding chapter.

3. Table Editor

In the **Menu**, there is option **Table Editor...**, which will launch editor that allows you to easily create new spell tables:
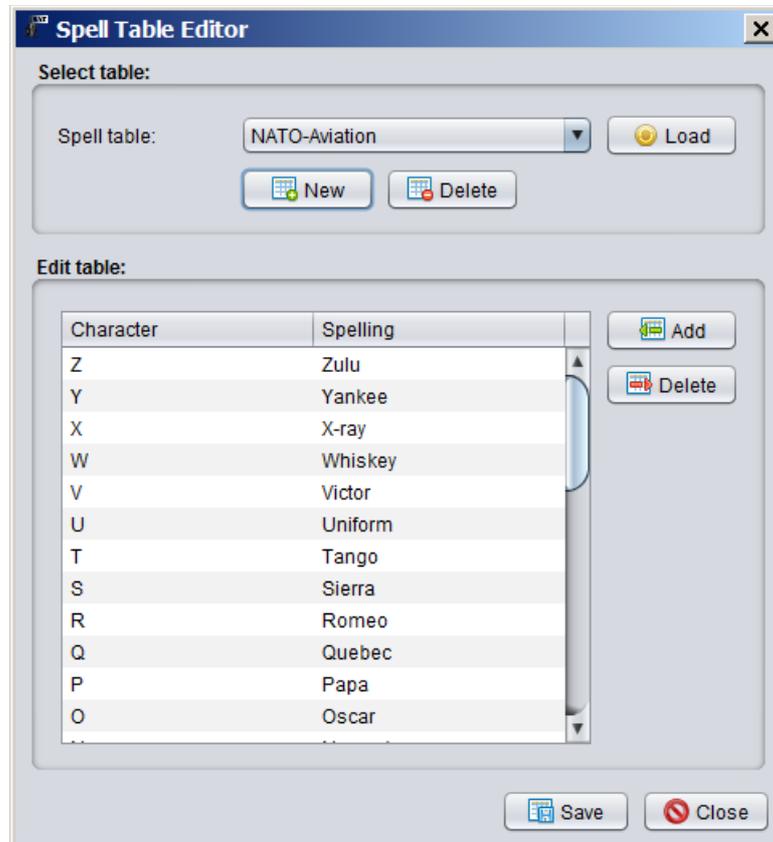

Figure 8: Spell Table Editor

This is a little more complex than the main window, but still no bad. The window is divided in two sections: **Select table** and **Edit table**. I think they are both self explanatory.

In the Select table section, you can:

- Load selected spell table for editing. To do that, just click **Load** button.
- You can create new spell table by clicking **New** button.
- Delete selected spell table using **Delete** button.

3.1. Editing spell table

If you want to edit spell table, select it in the **Select table** selection box and click **Load** button. Spell table will be loaded into **Edit table** part of the screen. You can add or delete records with respective buttons (**Add/Delete**). To edit value in the Character or Spelling column, just double-click it and type what you want. To commit the change, press Enter or select another column.

When you are done with editing, or just to save changes, you NEED TO PRESS **Save** button. Please note that if you do not press Save button, your changes will get lost if you close the program or load another table into editor, since the data was not yet written to file.

3.2. Creating new spell table

With the editor, you can simply create new spell table. Click New button in the Select table section of the screen. Type name of the spell table in he dialog box that will pop-up and than you can edit your new spell table as described above.

Please NOTE that you need to **Save** the newly created spell table in order to use it.

NOTE: Spell tables are saved in the tables folder in the program directory. They are simple java properties files. Their contents looks like this:

Z=Zulu
Y=Yankee
...

So you can edit them by hand if you want. The program expects the files to be **UTF-8 encoded**. So save the files as UTF-8 encoded to be sure all characters are displayed correctly.

3.3. Deleting spell table

Nothing more complicated than clicking **Delete** button at Select table section of the editor. Selected spell table will then be history.

4. Translating the program

If you don't find your nature language in the languages supported by the program, and if you want to, you can easily make your own translation for the program. This is a small program which does not need much texts, so it will not take much time.

My person as the program author would of course be happy if you want to share your translation with me, so I can add it to official distribution. You can send the translation to <u>r.henys@seznam.cz</u>.

Language files are stored in the <mark>lang</mark> folder in the app directory. These are simple Java properties files. These files contain key-value pairs. So for every text needed in the application there is key (identifier) of the text and the text itself. Like in this example:

> *cmdCheck.text=Check*
> *cmdClose.text=Close*
> *cmdSettingsOk.text=Ok*
> *frmSettings.title=Settings*

You only need to create new file, copy the content from existing language file to the newly created file and translate the text. There are **two rules** you need to **follow**. The **first one** is the **name of the file**. It must contain locale information (for what language and country the translation file is for). This is a bit advanced topic and will be known to Java and other programmers, For rest of you, just look at the included localization files. One ends with **_en_US** – means its English language for United States. The other one ends with **_cs_CZ** – means its for Czech language for Czech Republic. You can google around for Java locale codes.

The second one is that the program expects the files to be **UTF-8 encoded**. So save the files as UTF-8 encoded to be sure all characters are displayed correctly.

5. Included spell tables

Following spell tables are included by default:

Czech – Data source: Vyhláška č. 155/2005 Sb. Vyhláška o způsobu tvorby volacích značek, identifikačních čísel a kódů, jejich používání a o druzích radiokomunikačních služeb, pro které jsou vyžadovány (http://www.crk.cz/FILES/155_2005C.PDF)

Danish – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

Dutch – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

Finnish – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

French – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

German (DIN 5009) – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

Italian – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

LAPD – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

NATO-Aviation – Data source: Aeronautical Information Manual, Chapter 4 - Air Traffic Control, Section 2. Radio Communications Phraseology and Techniques (http://www.faa.gov/air_traffic/publications/ATpubs/AIM/aim0402.html#aim0402.html.1)

Norwegian – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

Slovakia – Data source: Wikipedia (http://cs.wikipedia.org/wiki/Hláskovací_tabulka)

Spanish – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

Swedish – Data source: Wikipedia (http://en.wikipedia.org/wiki/Spelling_alphabet)

6. 3.rd party resources used

Table Editor related icons are from: http://www.fatcow.com/free-icons

Other icons are from: http://www.iconarchive.com/