Audiobook Designing Using .Net

Rutik Dekate*1, Asmita Motghare*2, Himani Hedaoo*3, Shreya Tighare*4, Tanvi Margoni*5, Prof.H.V.Gorewar*6

*1,2,3,4,5Student, Department Of Information Technology, KDK College Of Engineering, Nagpur, Maharashtra, India.
*6Guide, Department Of Computer Technology, KDK College Of Engineering, Nagpur, Maharashtra, India

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Abstract:

Today everyone basically depends on written or on printed books as well as on eBook which is also known as electronic books. What about all those who doesn't have vision or they don't have eyes to read the book and therefore the new version of printed book al well as electronic Books are comes in our mind. Here is the beginning of "digital audio book". The Digital Audio book fulfilling the disadvantages of printed books as well as electronic Books. Digital audio book is nothing different then the printed book with audible features, i. e. people who are visually impaired can get the knowledge of the printed book with the help of mp3 system available in the book itself. The purpose to do this study was to look over the impact of audible books on students' reading experiences in a public elementary school in rural upstate South Carolina. This study was conducted to solve the problem of practice noted by school and college staff as low motivation and engagement during independent reading in classrooms that contributed to negative experiences during independent reading. This action research study utilized interviews and a classroom observations to gather qualitative data on the reading experience before and after the introduction of audio books from resources. The study disclose that audible books may or may not have an impact on students' perceptions of reading, but their implementation can positively impact the reading experience for student.

Keywords —**Machine Learning, Deep Learning, Python, Pycharm, Command Prompt.**

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I. INTRODUCTION

An audiobook or also called talking book is a recording of a book or other work being read out loud. A reading of the complete text is described as full-length, while readings of a shorter version are an decrease. Over the last ten years audiobooks have moved from a small part of most public library collections that had a few devoted reader and an almost missing trade market to being a favorite for library account. The head of inexpensive and easy-to-use personal digital music players which supported audiobook files, the creation of online downloadable audio collections aimed at the consumer market. gradual growth in digital audiobooks that can be checked out by library account, and general in service interest in audiobooks have all guide to audiobooks being one of the fastest growing and successful formats for both libraries and user. . The format has become an essential part of library group and system, and with that comes the need for understanding the research about audiobooks and viewer. To building an expressive Text-To-Speech system capable to read books of different literary category, using different exchanging modes and speaking styles, a collection that covers all these specificity is required. Usually, core built for Text-To-Speech purposes are less than 10 hours long and single speaker. In addition, the content is carefully controlled to maximize the identity of the artificial speech.

II. METHODOLOGY

Method This chapter introduces the reader to the methodology of this thesis but also to the theoretical frameworks that constitute the method. We begin with an overview of the adopted approach followed by sections that outline the different frameworks used for quantifying the corpus. The chapter also presents the features we intend to extract to represent the corpus, which are used together with the adopted modeling techniques to identify the latent factors among popular literature. The research methodology utilized in this study is action research. The main data collection tools were pre-treatment and post-treatment assessments, lesson assessments, and A Likert-scaled survey that also included three short-answer questions. The data

## III. MODELING AND ANALYSIS
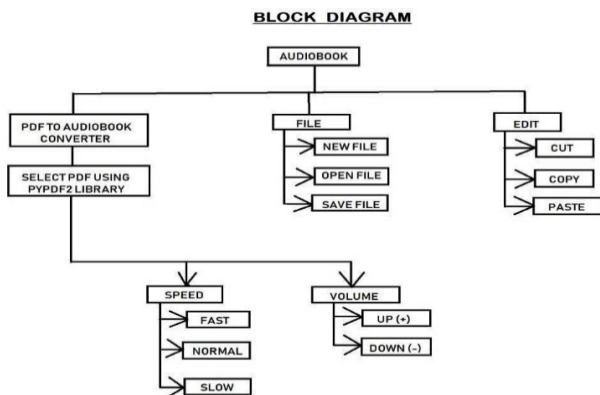
IV. RESULTS AND DISCUSSION

Observed Outcome of the Project/ Result: The main tab is a GUI Screen that contains buttons like open pdf, Male voice, Slow speed, Fast Speed, Volume Up, Volume Down, Exit Program. The purpose of the research study is to ascertain whether reading appreciation skills and enjoyment of reading can be impressed by an audiobook infused instructional program. The results were organized according to the two research questions and the instruments that were tied directly to the question. A final section provided discourse on the two research questions and triangulated the data to compare the results.

V. CONCLUSION

It was seen that this code performs really well in reading straightforward Portable Document Format files. Should enable users to select the desired PDF file from database and convert it to audio and display the text , so the user can understand that particular text has been read. Should enable students with reading disabilities. At this point, the code does not have a play and pause feature, I will try to add those and do more interesting things with the application of Machine Learning in the audiobook. By using of machine learning, we can add the attributes that will recognize the voice of the user and implement the function as the user wants [10]. This will help mostly for the users like the blind, handicap. The DIGITAL AUDIO BOOK will be a boost to all the under privileged people who are unable to read, but are sufficient to understand a particular language or their native language. Thus, DIGITAL AUDIO BOOK can be considered as a source of knowledge and guidance to these type of people. The digital audio book will actually speak all the text written in book the audio of text would be generated in very short amount of time. Example during festivals students get disturbed due to noise they can simply attach headphone on the book and can listen anytime.The entire document should be in Times New Roman or Times font. Type 3 fonts must not be used. Other font types may be used if needed for special purposes.

Output:
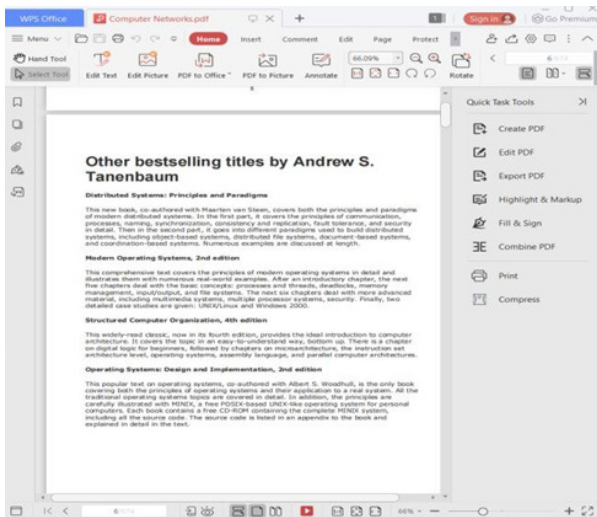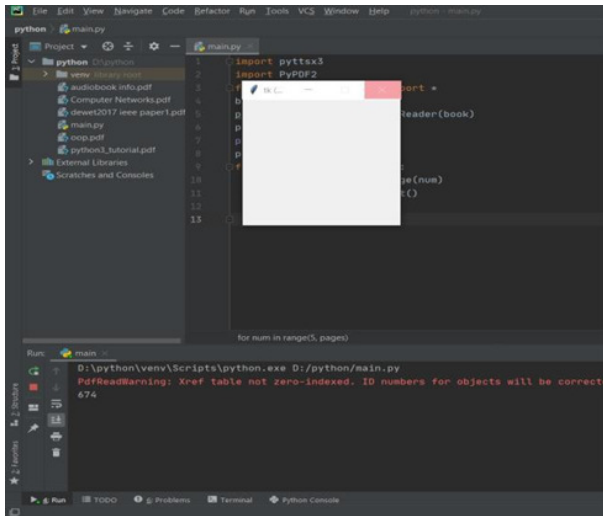
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