Abstract

In this paper, our android application aims at helping visually challenged people who want to use the android based smart phones. The GUI of the application is designed such a way that anywhere they touch on the android smart phone; they can do the task they want to. The application inputs would adjust themselves with respect to the touch of the user. The GUI would recognize the gestures drawn by the user on the screen and execute particular functions corresponding to the gestures drawn.

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Index Terms

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Information Sciences

Keywords

Android, natural language processing, text to speech, visually impaired, voice commands,
vibration feedback, Haptics.