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Text-to-Speech Programming on Information in Pascal.

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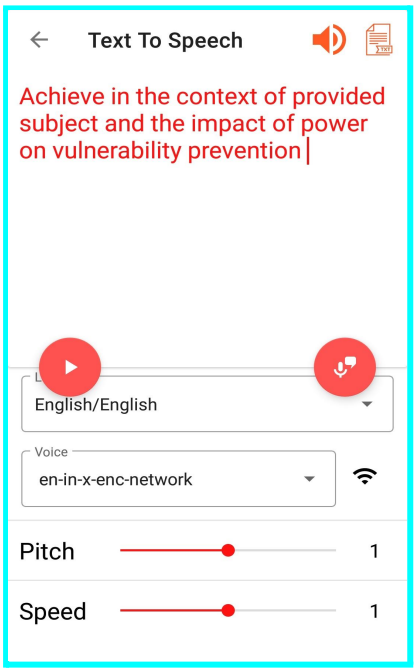
Abstract. *This report is about text-to-speech programming on information [1] in Pascal Programming Language. Android Pascal N-IDE is used in the implementation of speech synthesis.*

Keywords: synthesis, speech, information, programming, language, AI conversation.

1 Introduction.



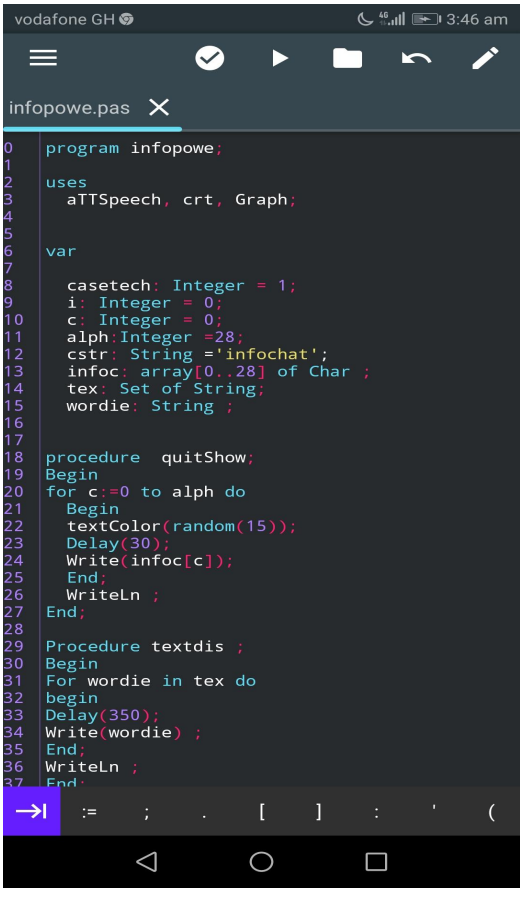
Earlier reports[10] described a speech[4,5] presentation for Viva and the sort of using text-2-speech[2] technique on Mobile audio[8,9] laboratory to achieve this. The mobile software is actually called Audiolab as shown aside. Audiolab is an audio processing software on audio objects or files. The forms on the application shows text entry, language type, selected voice type, pitch and speed. There are two buttons on the application : play and speech[6,7] processing with autosave. The lite software allows a maximum of 4000 characters length to be processed to speech. But the total desired characters length is 10,807 so the approach was to divide the text into 4 Stances with the first having 3210, second with 1689, the third with 3210 length of characters and the 4th Stance having 2228 characters. The

approach of the earlier report was to show the text processing details by Stancing each case.

The channel is set to mono for each audio text to speech album. Each album has the same bitrate at 325k and sample rate at 22050. The mime type is audio/x-wav-wav-wav. The word division is not the best of approach with the provision of text-2-speech programming. This report is sort of doing that in the long run. I will begin with the same stance case approach used in all articles. The report is outline as follows:

- First, outlook on three procedures for information display,
- Second, again an outlook on other two information processing details
- Third, a look at the closing of application.

Pascal N-IDE is used in the programming exercise and it is shown below:



Stance 1 [1] will begin here [Edited a bit excluding essay abstract and keywords]:

The Life Expectancy of 100% is difficult to achieve even in recharging our mobile phones and laptops to power access to 100% information via Internet-based. We plug into the socket mains on walls everyday to get the power of information supplied by Watts in every single minute of less power. Power is transmitted wireless everyday in seek of information everyday but the 100% Life Expectancy is a difficult skill to get. As we get more informed so is power usage consumed. Information is consumed on power usage is that limitation a source of information based upon the data protection. Why is data protected in consumed power, is this a difficult method to use in order of securing data?.

On Abstract :

Sample size in qualitative interview studies: guided by information power Kirsti Malterud, Volkert Dirk Siersma, Ann Dorrit Guassora Qualitative health research 26 (13), 1753-1760, 2016:

Sample sizes must be ascertained in qualitative studies like in quantitative studies but not by the same means. The prevailing concept for sample size in qualitative studies is “saturation.” Saturation is closely tied to a specific methodology, and the term is inconsistently applied. They proposed the concept “information power” to guide adequate sample size for qualitative studies. Information power indicates that the more information the sample holds, relevant for the actual study, the lower amount of participants is needed. They suggested that the size of a sample with sufficient information power depends on (a) the aim of the study, (b) sample specificity, (c) use of established theory, (d) quality of dialogue, and (e) analysis strategy. They presented a model where these elements of information and their relevant dimensions are related to information power. Application of this model in the planning and during data collection of a qualitative study is discussed.

[View at journals.sagepub.com]

Ultimatum bargaining models of international interactions suggest that when conflict is costly and the actors are fully informed, the probability of conflict goes to zero. However, conflict occurs with some positive probability when the challenger is uncertain about the defender’s reservation value. He employed a simple ultimatum game of bargaining to evaluate two traditional power-centric theories of world politics, balance of power and power transition theory. The formal and empirical analyses demonstrate that as states approach power parity, information asymmetries are greatest, thus enhancing the probability of militarized conflict. Uncertainty is a central cause of conflict emergence and is correlated with the distribution of observable capabilities. Recognizing the relationship between the distribution of power and uncertainty offers a more sophisticated interpretation of power-centric explanations of world politics.

[End]

Stance 2 [1] will begin here:

Seeking information is not as simple as opening a door when knocked on it. Information seeking is not an appearance of persons or having great ears to listen to gossip. We are not worshippers of information on crowd appraisal. This is difficult to grasp on ways to gather information on gossipy. A single minute of appearance is not information loss. The recipient of information is not stateless in any form. Consumption of information in stateful form is subject to the resource usage but only in the context of provided source code. This is so on the World Wide Web(WWW). The information contained in this world is physically limited to the power usage of charge. The stateful context of information is stored-charges in a distributed power network to and from a physical world. The router, switches and other network devices concentrate on search words from search optimisation engines to serve on request. Why is it still difficult to access information on 100% power recharge.

If information is a stored-charge then on recharge brings more information to the user on search words.

On Abstract:

Situational leadership, perception, and the impact of power Paul Hersey, Kenneth H Blanchard, WalterE Natemeyer. Group & Organization Studies 4 (4), 418-428, 1979

This article integrates the concept of power with situational leadership by relating the perception of a leader's power bases with various leadership styles. The sources of power are identified; situational leadership is reviewed; and a new instrument, the Power Perception Profile, is described and discussed. Maturity levels are defined, and their relationships to power sources and leadership styles are discussed.

[End]

Stance 3 [1] will begin here :

Ofcourse, what you do know brings one to the information context desirable to the request of knowledge. We cannot know enough and so what is knowing on the Expectancy of 100%

information. We do expect life to have 100% information. Complex thoughts driving down to the centre of zero systems. Billions of information are in use every day but where do we know that a particular information is being used? Thirty-three zeros is the source of decillion and 100 is the source of percentage. Decillion information is not the Expectancy of 100% Life. So again why are we in zero places of 1 information. Simply put, no matter the zeros , bring the information of life in front of one information. One information in front of decillion zeroes brings us a more overwhelming 10000 plus billions information than ever in the context of nature. There is a reason for that very 100% Life Expectancy. The very simple explanation is that there is an owner to everything.

On preliminary information will help one to determine what is happening in 100% information. On researching and planning on information usage is there a likelihood of serving for the span of most great life from great people. You can use information to help people find out more about the benefits of life in 100% Expectancy. Experience is done with an excellent opportunity for making with a team in large. Life extends to many without any experience of what to achieve. Experiences make us not achieve greater length of information. You will plug into your life several times but it needs to stop and make contact with the owner.

Plug into the life of the owner for a close 99% of life Expectancy. You need not charge on mobile horns. Or calling out to heaven to fall into your love life of Expectancy. Plugged and ready to plug even more into the information society. The owner domain should have an option to use the same code of many sources. The codes of society is different from the creator society. You need not get the life of 100% but try with the owner domain. What do you think is difficult achieving with the owner?. The owner slammed on information about difficulty on themselves. Nobody listens on this slanderous information in misinformed nature. So simply do not inform in misinformed nature. The power of information makes us data whole in some sense but what do you put into life for it's all theirs. The reason goes and leaves us to think in pondering on misinformed nature. Possession of lies, force celebration and misrepresentation is a misinformed nature. The power of information makes us data true to others by subjecting to the making of senses. Typed and edited as we stay on the power of computer power is not surpassing information power. In other sense

computer power is not here to serve lies information power. Computer power is sourced as power of information. They are both working power in excel with information nature.

Lagging behind a minute or more less in the power of information makes we what of oneself?

ON ABSTRACT:

Information capacity and power control in single-cell multiuser communications
Raymond Knopp, Pierre A Humblet
Proceedings IEEE International Conference on Communications ICC'95 1, 331-335, 1995:

Stance 4 [1] will begin here:

They considered a power control scheme for maximizing the information capacity of the uplink in single-cell multiuser communications with frequency-flat fading, under the assumption that the users attenuations are measured perfectly. Its main characteristics are that only one user transmits over the entire bandwidth at any particular time instant and that the users are allocated more power when their channels are good, and less when they are bad. Moreover, these features are independent of the statistics of the fading. Numerical results are presented for the case of single-path Rayleigh fading. They show that an increase in capacity over a perfectly-power controlled (Gaussian) channel can be achieved, especially if the number of users is large. By examining the bit error-rate with antipodal signalling, we show the inherent diversity in multiuser communications over fading channels.
[End]

Conclusion. Societies building around us everyday to mimic the wireless human communication are being staged on information in physical time. The hearing of sound creates a physical time different from the tick of clock.

Though, the times can exist in total harmony, there is no sound of voice but a tick sound of clock handsmoving clockwise just to have us limit our power of information.

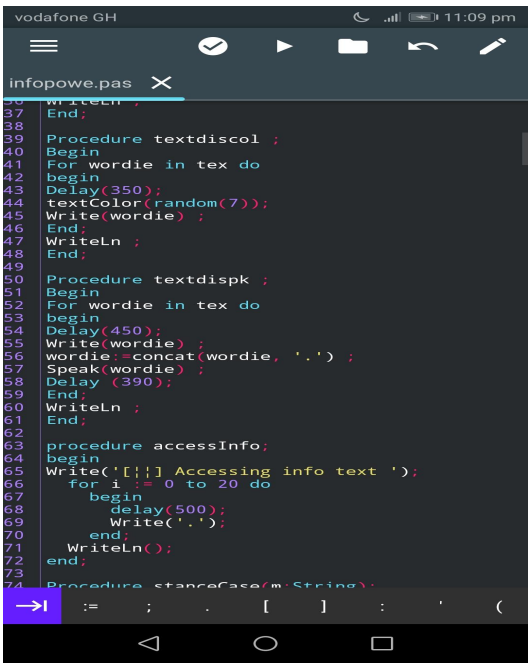
Further Reading.

[Google Scholar]

(1) Joseph Weizenbaum. Computer power and human reason: From judgment to calculation n. WH Freeman & Co, 1976.
(2) William Reed. Information, power, and war. Programming for Peace, 335-354, 2006.

(3) Information power: Building partnerships for learning American Association of School Librarians Staff, American Association of School Librarians, Association for Educational Communications, Association for Educational Communications, Technology Staff.
(4) Paul Hersey, Kenneth H Blanchard, Walter E Natemeyer. Situational leadership, perception, and the impact of power. Group & Organization Studies 4 (4), 418-428, 1979.
(5) Andrew M Pettigrew. Information control as a power resource. Sociology 6 (2), 187-204, 1972.
(6) Raymond Knopp, Pierre A Humbl et al.Information capacity and power control in single-cell multiuser communications. Proceedings IEEE International Conference on Communications ICC'95 1, 331-335, 1995.

2 Display Procedures




```
Procedure textdis ;
Begin
For wordie in tex do
begin
Delay(350);
Write(wordie) ;
End;
WriteLn ;
End;
```

This procedure, **textdis** begins by looping through the **tex** list of words and then write each word onto the screen for display after a 350 milliseconds of delay. The source code lines are from 29 to 37. The second is the **textdiscol** procedure that displays text in colors which is indexed on randomised color inputs of range values from 0 to 15. Here, only maximum of 8 are used in total color size. The code lines are from 39 to 48. The write delay is 350ms. The third procedure is about displaying and speaking each word in the tex list. This procedure is called **textdispk**. The delay times are 450ms for write process and 390 ms for speak process. This is declared in lines 50 to 61.

Information processing each subcontext of text is an access information display. Here, the procedure used is **accessInfo**. This is in lines from 63 to 72. It simply writes out the display series of dots. The other is **stanceCase** procedure used in showing menu titles in the application.

The program design model is based on the figure as shown below :

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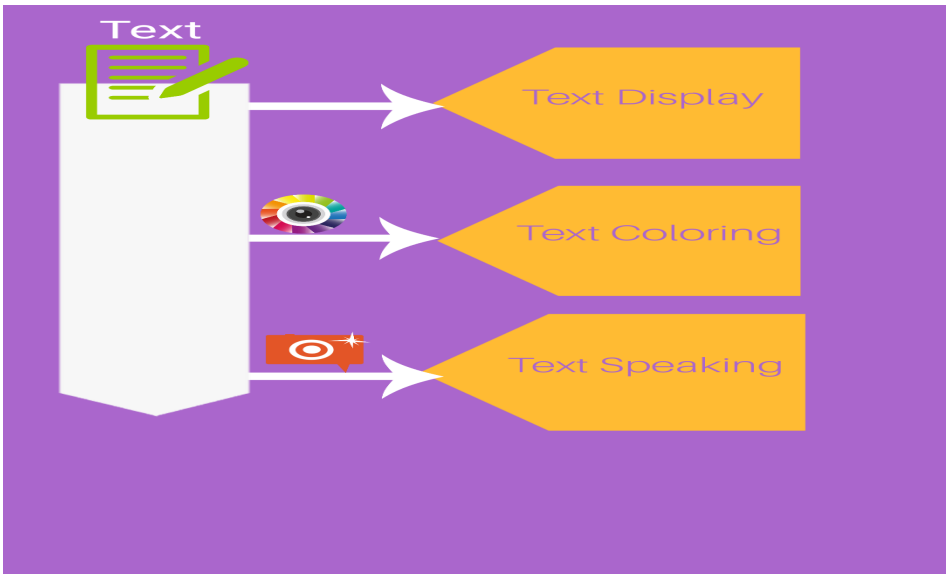


The next step is to look at the stance text in the four cases of text-2-speech processing in programming perspective.

I will Start by listing specific Speak commands in the whole program:

Line	Speak	Stance Case
115	speak('Information Expectancy Kasa ');	0
117	speak('Enter to get informed... ');	0
125	speak('::This kasa or conversation is on text to speech processing on 4 Stances of 10,807 length of characters. Titled as achieve 100% Life Expectancy. Difficulties with Power. Enter ');	0
132	Speak('::Abstracted as We recharge our mobile phone and laptop to 100% power everyday but the life Expectancy of 100% is difficult to achieve on information.Enter');	0
137	speak('Enter 1 for yes or 0 for no');	0
147	Speak('info power on life Expectancy Keywords life Recharging Power access Power information.') ;	1
151	Speak('Every single minute of less power') ;	1

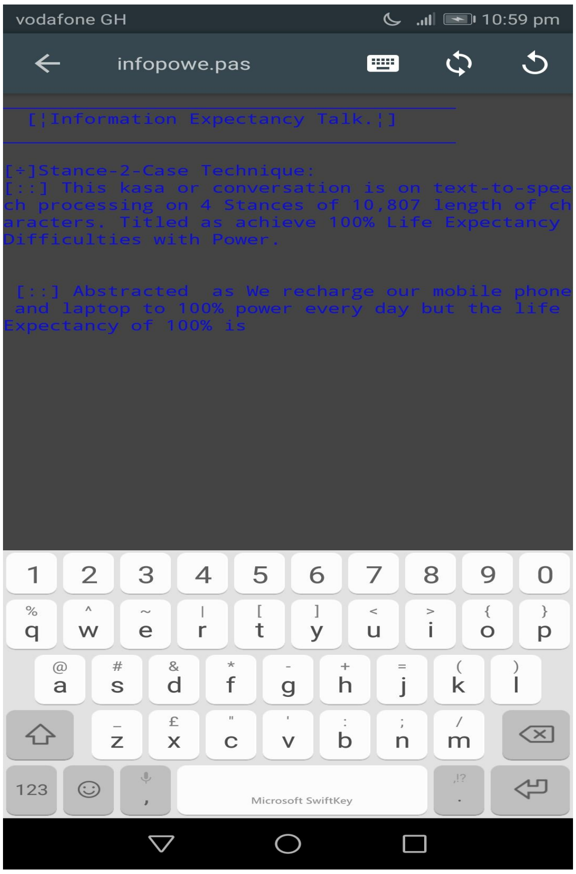
155	Speak('As we get more informed so is power usage consumed') ;	1
175	Speak('InfoExpert : Does seeking information looks like knocking on doors');	1
177	Speak('Keywords. Information seeking, gated information, crowd appraisal, gossip information, worshippers information, stateless information,limited information') ;	1
190	Speak('No. Seeking information does not need to be on crowd appraisal') ;	2
194	Speak('It is difficult to grasp information on gossips.') ;	2
197	Speak (' This is difficult to grasp on ways to gather information on gossipy. A single minute of appearance is not information loss. The recipient of information is not stateless in any form.') ;	2

The complete Speak constructions are in the source code. (infopowe.pas).
The closing stage is programmed as follows:

```
speak('Closing conversation on info power. Enter.');
                      Delay(1999);
                        quitShow;
                      Delay(1999);
                        quitShow;
                      Delay(1999);
                        quitShow;
                      Delay(1999);
                        quitShow;
                      Delay(1999);
                        quitShow;
                      Delay(1999);
                        quitShow;
                      stopSpeak();
                         readln;
```

3 Text Outputs

This section is about the outputs on the screen after program execution.


vodafone GH 10:59 pm
infopowe.pas
[¦Information Expectancy Talk.¦]
[÷]Stance-2-Case Technique:
[::] This kasa or conversation is on text-to-speech processing on 4 Stances of 10,807 length of characters. Titled as achieve 100% Life Expectancy Difficulties with Power.
[::] Abstracted as We recharge our mobile phone and laptop to 100% power every day but the life Expectancy of 100% is
Microsoft SwiftKey


vodafone GH 10:59 pm
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[¦Information Expectancy Talk.¦]
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[::] Abstracted as We recharge our mobile phone and laptop
Microsoft SwiftKey


vodafone GH 11:00 pm
infopowe.pas
¦[÷] ¦Stance 1 Conversation¦¦
[¦¦] Accessing info text ....
[?] InfoExpert : Does even in recharging mobile phones give achievements of Life Expectancy >>0
[InfoPower] ::The Life Expectancy of 100% is difficult to achieve even in recharging our mobile phones and laptops to power access to 100% information via Internet based. We plug into the socket mains on...
[<>] walls everyday to get the power of information supplied by Watts in every single minute of less power.
[<>] Power is transmitted wireless everyday in seek of information everyday but the 100% Life Expectancy is a difficult skill to get. As we get more informed so is power usage consumed.
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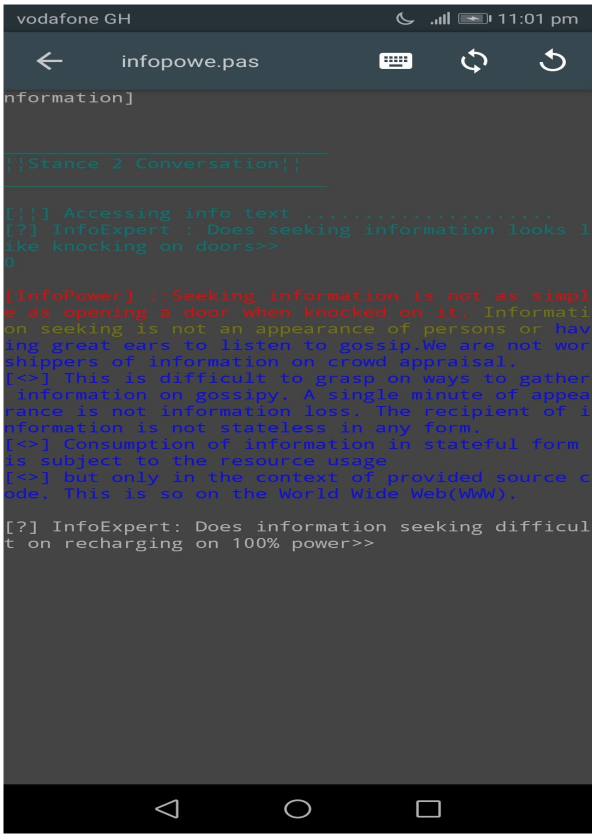
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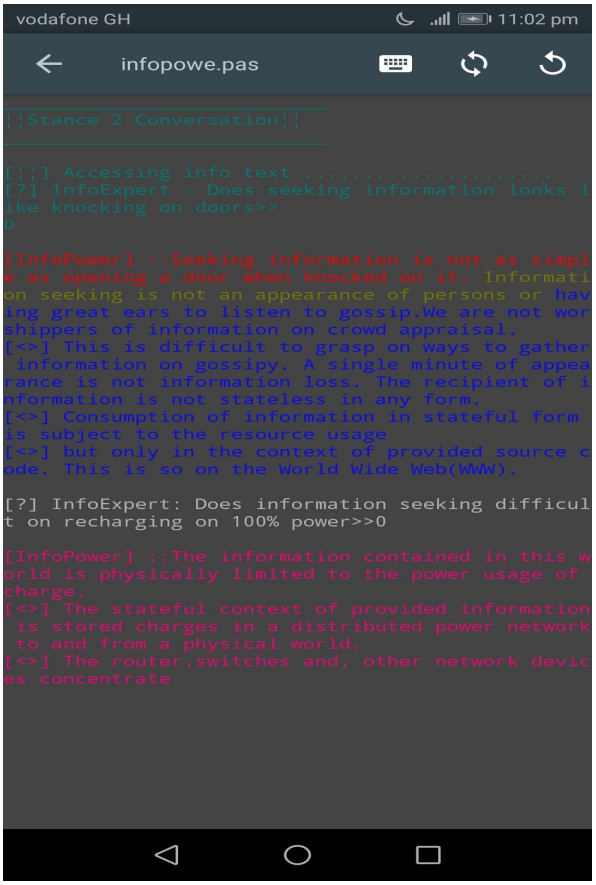
infopowe.pas
nformation]
¦¦Stance 2 Conversation¦¦
[¦¦] Accessing info text ....
[?] InfoExpert : Does seeking information looks like knocking on doors>>
0
[InfoPower] ::Seeking information is not as simple as opening a door when knocked on it. Information seeking is not an appearance of persons or having great ears to listen to gossip.We are not worshippers of information on crowd appraisal.
[<>] This is difficult to grasp on ways to gather information on gossipy. A single minute of appearance is not information loss. The recipient of information is not stateless in any form.
[<>] Consumption of information in stateful form is subject to the resource usage
[<>] but only in the context of provided source code. This is so on the World Wide Web(WWW).
[?] InfoExpert: Does information seeking difficult on recharging on 100% power>>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[<>] The router,switches and, other network devic
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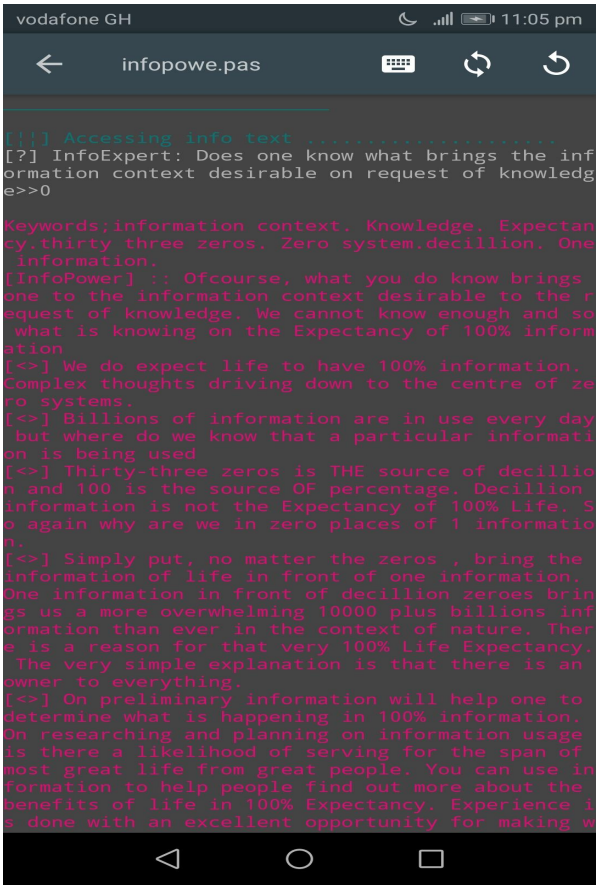
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[¦¦] Accessing info text .....
[?] InfoExpert: Does one know what brings the inf
ormation context desirable on request of knowledg
e>>0
Keywords;information context. Knowledge. Expectan
cy.thirty three zeros. Zero system.decillion. One
information.
[InfoPower] :: Ofcourse, what you do know brings
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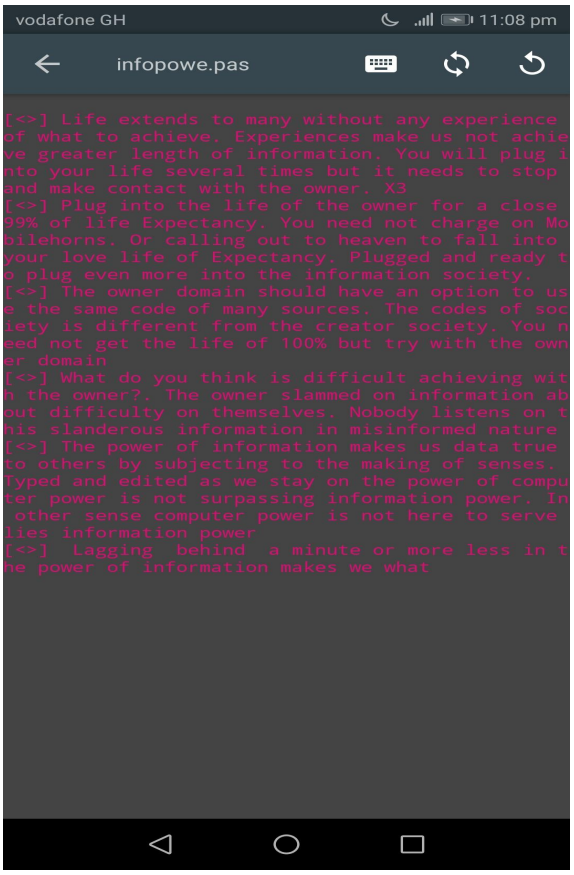
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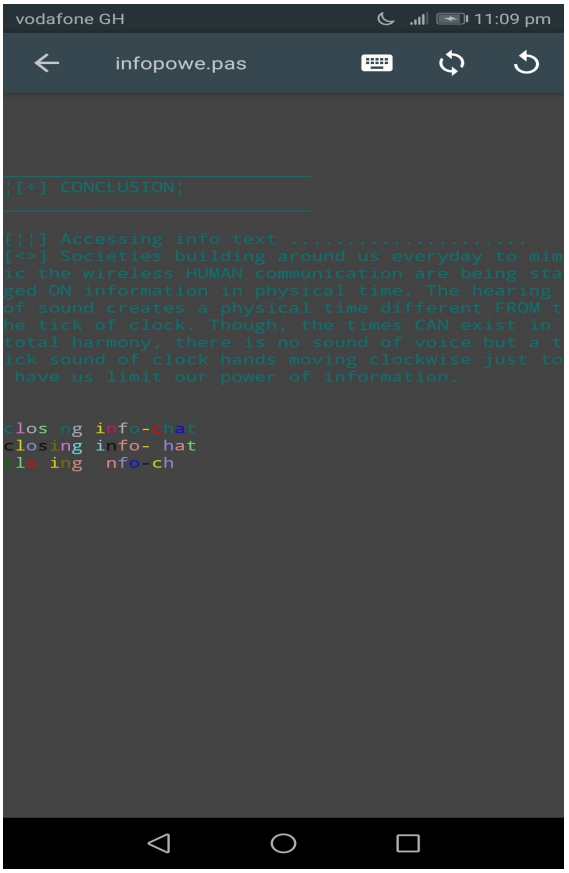
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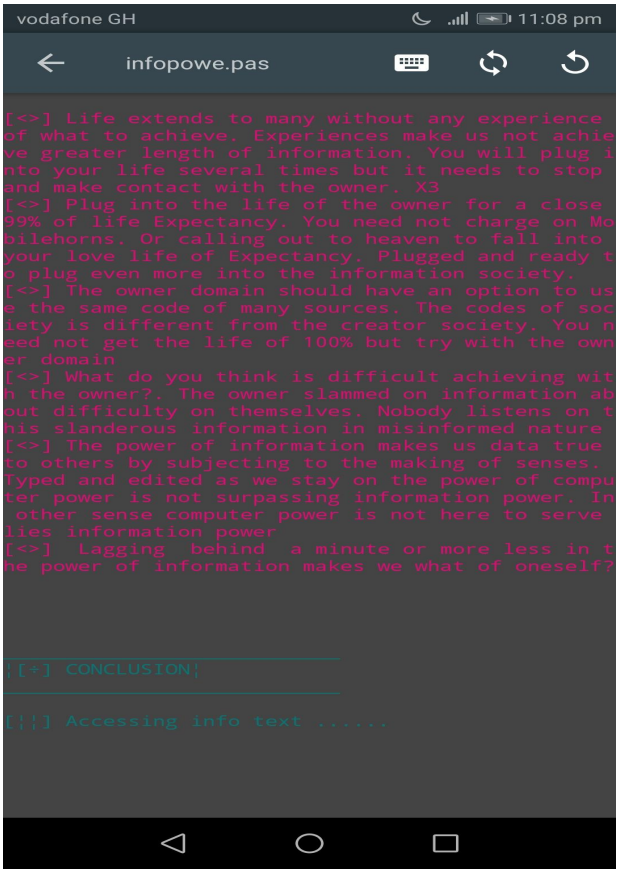
clo ing nfo-ch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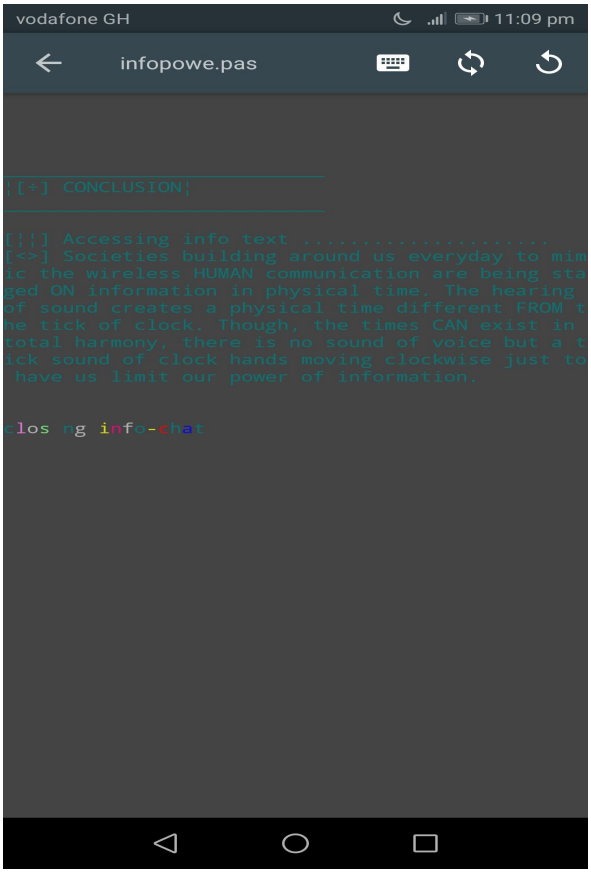
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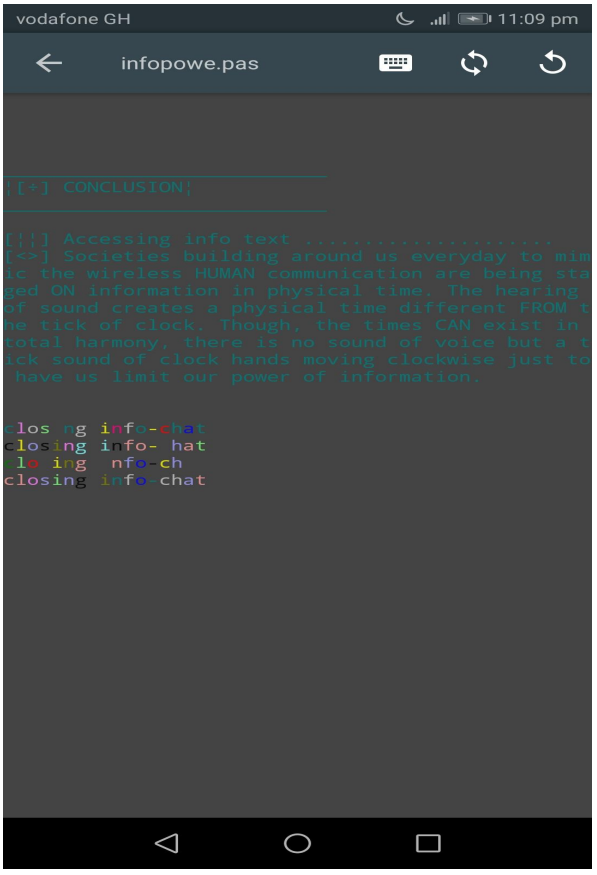
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total harmony, there is no sound of voice but a t
ick sound of clock hands moving clockwise just to
have us limit our power of information.
clos ng info-chat
closing info- hat
clo ing nfo-ch
closing info- chat

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