WordCoach

Users Manual

Version 2.0

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Introduction

This program is a simple word trainer, which helps you to learn foreign words. For this job, the application is limited to the basic functions. That means, you must answer a question. Then the program check your answer and show you the result.

The application is a supplement to a language course or book. Furthermore it is sensible to use a dictionary (book) parallel to this program, because in a book you find detailed information for a word. Often there are example sentences available.
Before you start to learn a lesson, have a look to the new words in the word list. Look up every new word in an extensive dictionary. So you fix the first words in your mind.

Every word in a lesson will be tested several times. If you answer all questions of a lesson often enough, the program will change automatically to the next lesson. Sometimes words of previous lessons would be tested again. If you answer wrong, this questions come repeatedly.
If you already have some basic knowledge of the language, it is a good idea to make your own dictionaries.
Sensible are also lessons with complete sentences. Make dictionaries with sentences for translating.

Example:

*   Wo sind die Streichhölzer ?   Where are the matches ?
*   Ist jemand zu Hause ?   Is anyone at home ?

Installation

First you must decompress the program archive. When you use a 68k Mac, you must moving the contents of the "CFM-68k Additions" folder into the systemextensions folder. That is all what you must do for installation.

Basics

This application stores the results of a few users in the result database. When a user login, the last dictionary, used by the logged user will be opened.

GUI Language
When you start the application the first time, a language chooser dialog appears. Choose the language for the program interface. If you will change the language later, press the command-key (⌘) when you start WordCoach. Hold down the key, until the language chooser aapears.

Login

At the first start, there is no user in the user list "`Users`". Edit now your name in the field "`User Name`". Then edit a password in the "`User Password`" field. Click now on the button "**Add New User**". A password window appears, and you must repeat your password. To login now, click on the button "**Login**".

Next time you will use the application, double click on your name in the "`Users`" list. Edit your password in the "`User Password`" field and click on "**Login**" or press the return key.

First Login

Every user who login first time, must load a dictionary or create one.

Learn Words

First switch the language direction. Use the items in menu Options or use the picture buttons.

Click on the button "**New**" around a new to get a new question. In the text field "**Question**" is displayed the test word. Input now into the text field "**Answer**" the translation. Subsequently, you click on the button "**Test**". Now you can see the result in the result field.

The Status bar

The Status bar right of the lesson number, show you how many you have learned.

Shortcuts

For the buttons New and Test you can use shortcuts.

- **New**    and N
- **Test**   Return

TIP

> Use only the return button. When you press the return button again, it is the same like the New button.

The program switches automatically to the next lesson, presupposed your error rate is not too high. You can also select the desired lesson with "*Options>Start with …*".

List Words of a Lesson

You can list the words of a lesson, with the menu item "*Options->Wordlist*" ( and L). With the popup menu in this window, you can select the lesson.

Load Dictionary

Select the menu item "*File>Open Dictionary*" ( and O).
Select a dictionary in the file selection box.

Now the dictionary will be load. The picture buttons change the flags. And the menu get other items.

Create Dictionary

Select the menu item "*File>New Dictionary*" . A file dialog appears. Edit the file name for the new dictionary. Next the "*Language Chooser*" appears. With the two popup buttons you can choose the native and the foreign language. Now the main edit window appears.

Word to Word
Press and 1 to create a "Word to Word" test entry. In the field *Word* edit a word of a language like "apple". In the field *Word* of the translation, edit "manzana" (English-Spanish in this example). Choose for "apple" the *Word type* "substantive" (noun) and for "manzana" the *Word type* "feminine". In the field *alternate* can you edit the same word with an other spelling. Example: "who's" in the *Word* field and "who is" in the *alternate* field. In the field *Example* can you edit a example sentence for the word. When the English word is "seven" edit in the Spanish field *Word* "siete" and in the Spanish *Example* field "¿Y a qué hora empieza la película? A las siete y cuarto.".
When a word has other translations, edit this translations in the fields *Other translation*. Example (German-English): The German word is "laut" and the word type is"adverb", then is the English word "loud" and the word type "adverb". The first other translation for "laut" is "according to"(word type preposition) and the second translation is "sound" when the first character of "laut" change from lower case to upper case -> "Laut".
But do not edit all other translations, do only edit the important alternates.

You can recording a sound for this test. Click on the *record* button 🔴 to start the recording. The record window of the MacOS appears. Click on the record button. After recording click the stop button.
Then click on "Save".
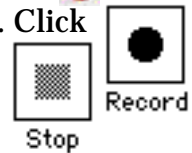
Or drag & drop a sound clip on the play button 🔊.

TIP

WordCoach compress the sound 3:1. But do not use the recording function to much. The database need some kilo bytes memory for storing the sound.

Picture Test

Press ⌘ and 2 to create a "Picture Test" test entry. Drag & drop a picture clip or a picture file (PICT format) on the picture field. There are some ways to fill out the text fields.

Example 1: The picture is an apple. English-Spanish
In the English question field edit "What is it?". In the English answer field edit "apple". Then edit in the Spanish question field "¿Qué es esto?" and in the Spanish answer field edit "manzana". When the test appears, you see the apple and the question "What is it?". You must edit as answer "manzana". When you are learning with an other language direction, you get the question "¿Qué es esto?", answer then with "apple".

Example 2: The picture is an apple. English-Spanish
Do not edit a question in the question field. Fill in the translation for the answer.
English question and answer field edit "apple". And in the Spanish question and answer field edit "manzana".

Multiple Choice Test

Press ⌘ and 3 to create a "Multiple Choice" test entry. You can edit a multiple choice test for both languages. There is only one test visible, but you can switch the fields to the other language with the language direction buttons. You can fill the question field with a question in your native language and the answers in the foreign language. Or fill both in the same language.
Edit one or more answer fields with a correct answer and mark the check box. In the other fields edit a wrong answer.

Comment Text

Press ⌘ and 4 to create a "Comment Text" entry. You can edit a comment text for both languages. There is only one text field visible, but you can switch the field to the other language with the language direction buttons.

Memory Game

Press ⌘ and 5 to create a "Memory Game" entry. Edit 5 word pairs in the text fields. Or press one of the wizard buttons, to fill the fields automatically.
1. fill the fields with words of all previous and the current unit.
2. fill the fields only with words of the current unit

Import Dictionary

Before you can make a new dictionary, you must create one or two text files (1. Translation-Original; 2. Original-Translation) with the translations. With this text files can WordCoach create a dictionary.

Select the menu item "*File>Import Dictionary* " . A file dialog appears. Edit the file name for the new dictionary. Then appears a window with two popup menus. With this pop menus you can choose the languages for the dictionary.

Now select the text file with translation-original entries (or cancel). For a German-English dictionary you must have a sequence like this.

```
*       and  →|  und  ↵
```

An other file dialog appears. Select now a file with original-translation entries.
For a German-English dictionary you must have a sequence like this.

```
*       und  →|  and  ↵
```

Now you must edit the number of entries in a lesson. Then the program will compare all entries, answer ok or cancel. While the program is comparing all entries, it looks for other translations of an entry. If so, it expand the entry with this translation.

Example:

```
the  →|  der  ↵
the  →|  die  ↵
the  →|  das  ↵
```

After comparing, the entry the/der looks like: the ->der Other:(die; das;) At the end of creating a dictionary, edit the filename of your dictionary ending with ".dic" and switch to the folder "Dictionaries". Click on Save and wait.

Format

You must write the words in a special format. So the program can read the text file correctly. Separate the entries with the line-end character (Return) (↵) and the elements of an entry with the tabulator-character (→|).

Example 1:

```
und  →|  and  ↵
oder →|  or   ↵
```

In example 1 is the minimal number of elements in an entry. One word of language A (Position 1) and one word of language B (Position 2). The next both elements are the word types of the words.

Example 2:

Haus   ⇥   house ⇥   n ⇥   s ↵

Baum ⇥   tree ⇥   m ⇥   s ↵

(s=substantive;m=masculine;f=feminine;n=neutrum;v=verb ....)
At position 5 and 6 can you write example sentences for the words.

Example 3:

fischen fishing v v Ed und John fischen. Ed and John are fishing.
Dividing in lessons make the program automatically. Would you make a new lesson between two lessons, then paste a lesson separator (§) in your text file.

Example 4:

Haus   ⇥   house ⇥   n ⇥   s ↵

Baum ⇥   tree ⇥   m ⇥   s ↵

§

und ⇥   and ↵

oder ⇥   or ↵

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