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1. spanish-voice-trainer

2. Project Summary:

Custom Spanish Voice TrainerA high-performance, completely private desktop application built on macOS to accelerate Spanish language training through automated flashcard creation and intelligent pronunciation analysis.The application utilizes a local-first architecture to ensure complete data privacy, storing all configurations, historical student analytics, and multimedia binary files strictly on the user's local drive.

2.1. The Core Technical Stack

- Environment & Package Management: uv (Rust-based Python package manager) for ultra-fast, isolated virtual environments and dependency locking.
- Database & Persistence: SQLite to map phrase metadata, local media file paths, and chronological user practice scores without external database infrastructure.
- Audio & Signal Processing: sounddevice for hands-free, voice-activated microphone capture; librosa and fastdtw (Dynamic Time Warping) to extract phoneme features (MFCCs) and score user pronunciation accuracy against reference files.
- Asset Generation: edge-tts to stream high-quality, neural text-to-speech Spanish audio clips, and Pillow (PIL) to auto-render widescreen flashcard JPEGs matching the phrases.
- User Interface: Developed in two phases—starting as a clean, text-based Command Line Interface (CLI) before migrating to a dual-mode desktop GUI built with PyQt6.

2.2. How the System Works

The application operates across two distinct, integrated operational frameworks managed via a unified QStackedWidget interface:

1. Content Creator Mode The user inputs a Spanish phrase and its English translation. The system automatically triggers the asset generator to output a custom high-quality flashcard image and a native-sounding neural audio file. The localized text strings and file paths are instantly committed to the SQLite database.
2. Student Training ModeThe system pulls cards from the database, displays the visual flashcard image, and plays the target Spanish pronunciation. The student speaks into their MacBook microphone. The system detects when the student begins and stops talking via a voice-activation threshold, records the sample, and runs a Dynamic Time Warping alignment algorithm to provide an objective pronunciation match score (e.g., 87% accuracy).
3.  Long-Term Capability: Custom Video Compilations Because all image assets share standard HD video dimensions (1280 X 720) and all audio samples are tracked deterministically in the database, the core engine can be commanded to interface with ffmpeg-python. It can seamlessly compile entire batches of database assets into standalone, continuous .mp4 video lessons complete with timed visual pauses and silent audio gaps, providing an additional passive learning medium for language immersion.

3. Create Basic Structure as suggested

```
spanish-voice-trainer/  
├─ .gitignore  
├─ pyproject.toml
```

```

├── uv.lock
├── README.md
├── main.py                # Entry point for the application
├── database/              # Storage & Data Layer
│   ├── __init__.py
│   └── connection.py      # SQLite schema initialization and CRUD
queries
├── core/                  # Pure Python Business Logic (The Engine)
│   ├── __init__.py
│   ├── audio_engine.py    # Recording (sounddevice) and scoring
│   └── asset_generator.py  # TTS generation (edge-tts) and flashcard
                             creation (Pillow)
├── ui/                    # Presentation Layer (Views)
│   ├── __init__.py
│   ├── cli/
│   │   └── interface.py   # Simple command-line menus for Phase 1
│   └── gui/
│       ├── interface.py   # Main QMainWindow shell for Phase 2
│       ├── creator_mode.py # QWidget for content creation panel
│       └── trainer_mode.py # QWidget for student practice panel + QThread
workers
├── media/                 # Local storage for physical binary files
│   └── .gitkeep           # Keeps directory alive in Forgejo repo

```

3.1. Commands

```

stephenlohning@Scotty 139_spanish-voice-trainer % mkdir doc
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir doc/images
stephenlohning@Scotty 139_spanish-voice-trainer % touch .gitignore
stephenlohning@Scotty 139_spanish-voice-trainer % git branch -M main
stephenlohning@Scotty 139_spanish-voice-trainer % git remote -v
origin  https://dev.oxnee.com/stephen/139_spanish-voice-trainer.git (fetch)
origin  https://dev.oxnee.com/stephen/139_spanish-voice-trainer.git (push)
stephenlohning@Scotty 139_spanish-voice-trainer % git config --global
push.followTags true
stephenlohning@Scotty 139_spanish-voice-trainer % touch main.py
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir database
stephenlohning@Scotty 139_spanish-voice-trainer % touch
database/__init__.py
stephenlohning@Scotty 139_spanish-voice-trainer % touch
database/connection.py
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir core
stephenlohning@Scotty 139_spanish-voice-trainer % touch core/__init__.py
stephenlohning@Scotty 139_spanish-voice-trainer % touch
core/audio_engine.py
stephenlohning@Scotty 139_spanish-voice-trainer % touch
core/asset_generation.py
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir ui
stephenlohning@Scotty 139_spanish-voice-trainer % touch ui/__init__.py
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir ui/cli

```

```

stephenlohning@Scotty 139_spanish-voice-trainer % touch ui/cli/interface.py
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir ui/gui
stephenlohning@Scotty 139_spanish-voice-trainer % touch ui/gui/interface.py
stephenlohning@Scotty 139_spanish-voice-trainer % touch
ui/gui/create_mode.py
stephenlohning@Scotty 139_spanish-voice-trainer % touch
ui/gui/trainer_mode.py
stephenlohning@Scotty 139_spanish-voice-trainer % mkdir media
stephenlohning@Scotty 139_spanish-voice-trainer % touch media/.gitkeep

```

4. use uv

```

stephenlohning@Scotty 139_spanish-voice-trainer % uv venv
Using CPython 3.13.5
Creating virtual environment at: .venv
Activate with: source .venv/bin/activate
stephenlohning@Scotty 139_spanish-voice-trainer %

```

5. Install Your Dependency Stack

Run the uv add commands to populate your environment lockfile:

```
uv add sounddevice numpy scipy librosa fastdtw pillow edge-tts pyqt6
```

6. checking the packages are installed

```

(139_spanish-voice-trainer) stephenlohning@Scotty 139_spanish-voice-trainer
% uv pip list

```

Package	Version
-----	-----
aiohappyeyeballs	2.6.2
aiohttp	3.14.0
aiosignal	1.4.0
attrs	26.1.0
audioop-lts	0.2.2
audioread	3.1.0
certifi	2026.5.20
cffi	2.0.0
charset-normalizer	3.4.7
decorator	5.3.1
edge-tts	7.2.8
fastdtw	0.3.4
frozenlist	1.8.0

idna	3.18
joblib	1.5.3
lazy-loader	0.5
librosa	0.11.0
llvmlite	0.47.0
msgpack	1.1.2
multidict	6.7.1
narwhals	2.22.1
numba	0.65.1
numpy	2.4.6
packaging	26.2
pillow	12.2.0
platformdirs	4.10.0
pooch	1.9.0
propcache	0.5.2
pycparser	3.0
pyqt6	6.11.0
pyqt6-qt6	6.11.1
pyqt6-sip	13.11.1
requests	2.34.2
scikit-learn	1.9.0
scipy	1.17.1
sounddevice	0.5.5
soundfile	0.14.0
soxr	1.1.0
standard-aifc	3.13.0
standard-chunk	3.13.0
standard-sunau	3.13.0
tabulate	0.10.0
threadpoolctl	3.6.0
typing-extensions	4.15.0
urllib3	2.7.0
yaml	1.24.2

7. Running Scripts with uv Moving Forward

One of the cleanest features of uv is that you don't necessarily have to remember to run `source .venv/bin/activate` every single time you open a new terminal window to write code.

Instead, you can prefix your execution scripts using `uv run`. It automatically detects your local `.venv`, verifies that all dependencies in your lockfile are fully up to date, and runs the script seamlessly:

```
# Example: To execute your main script once you write it later today
uv run main.py
```

8. this is the basic

9. Developed sqllite schema

This was easy I just discussed what I thought we should have and gemini suggested the following

9.1. The Structure inside database/connection.py

In this file, you define your schema and wrap the connection/creation logic inside a function called `init_db()`.

```
# database/connection.py
import sqlite3
import os

DB_NAME = "spanish_trainer.db"

def get_connection():
    """Returns a standard connection object to the SQLite database."""
    return sqlite3.connect(DB_NAME)

def init_db():
    """
    Initializes the SQLite database tables if they do not exist.
    This safely runs on every boot without wiping your existing data.
    """
    print(f"🔍 Checking database status for '{DB_NAME}'...")

    # The SQL schema we designed for your glossary, cross-references, and
    tracks
    schema = """
    CREATE TABLE IF NOT EXISTS phrases (
        id INTEGER PRIMARY KEY AUTOINCREMENT,
        text TEXT NOT NULL,
        language TEXT NOT NULL,
        textbook TEXT DEFAULT NULL,
        unit INTEGER DEFAULT NULL,
        source_context TEXT DEFAULT NULL,
        created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP
    );

    CREATE TABLE IF NOT EXISTS translations (
        source_phrase_id INTEGER,
        target_phrase_id INTEGER,
        PRIMARY KEY (source_phrase_id, target_phrase_id),
        FOREIGN KEY (source_phrase_id) REFERENCES phrases(id) ON DELETE
    CASCADE,
        FOREIGN KEY (target_phrase_id) REFERENCES phrases(id) ON DELETE
    CASCADE
    );

    CREATE TABLE IF NOT EXISTS audio_tracks (
        id INTEGER PRIMARY KEY AUTOINCREMENT,
```

```

        phrase_id INTEGER NOT NULL,
        voice_gender TEXT NOT NULL,
        voice_name TEXT NOT NULL,
        file_path TEXT NOT NULL,
        is_reference INTEGER DEFAULT 1,
        FOREIGN KEY (phrase_id) REFERENCES phrases(id) ON DELETE CASCADE
    );
"""

conn = get_connection()
try:
    cursor = conn.cursor()
    # executscript allows running multiple CREATE TABLE statements at
once
    cursor.executescript(schema)
    conn.commit()
    print("✅ Database tables verified and initialized successfully.")
except sqlite3.Error as e:
    print(f"❌ Database initialization failed: {e}")
finally:
    conn.close()

```

9.2. Triggering It inside main.py

Now, your root startup script handles execution order perfectly. Before launching the UI, it imports and fires `init_db()`. If the `.db` file doesn't exist, SQLite handles creating it seamlessly on the spot.

```

# main.py
import sys
from database.connection import init_db

def main():
    print("🚀 Booting Castilian Voice Trainer...")

    # Step 1: Ensure infrastructure is present before doing anything else
    init_db()

    # Step 2: Initialize Core Engines (AudioEngine, AssetGenerator)
    # Step 3: Launch your PyQt6 Graphical User Interface
    print("🖥️ Launching GUI...")

    # (PyQt6 window exec loops will go here)

if __name__ == "__main__":
    main()

```

9.3. Why This Placement is Ideal

9.3.1. Idempotent Execution: Using `CREATE TABLE IF NOT EXISTS` means this code runs beautifully every time you start your app. If the database is already there, SQLite silently

skips creation and proceeds to boot without overwriting your hard-earned Aula Internacional data.

9.3.2. Crash Prevention: By placing it at the absolute top of `main()`, you ensure that no other component (like a UI field trying to load your textbook list) can execute queries against a database that hasn't finished setting up its columns yet.

9.3.3. Clean Decoupling: Your root `main.py` handles the *when* (on boot), while `database/connection.py` holds the *how* (the specific table schemas).

10. It work 100%

```
It Looks like it worked
stephenlohnning@Scotty 139_spanish-voice-trainer % source
/Users/stephenlohnning/Documents/01_Projects/139_spanish-voice-train
er/.venv/bin/activate
(139_spanish-voice-trainer) stephenlohnning@Scotty 139_spanish-voice-trainer
% uv run main.py
🚀 Booting Castilian Voice Trainer...
📦 Checking database status for 'spanish_trainer.db'...
✅ Database tables verified and initialized successfully.
🖥️ Launching GUI...
```

```
Create database in root
(139_spanish-voice-trainer) stephenlohnning@Scotty 139_spanish-voice-trainer
% ls -la *.db
-rw-r--r--  1 stephenlohnning  staff   24576 Jun 12 21:04 spanish_trainer.db
(139_spanish-voice-trainer) stephenlohnning@Scotty 139_spanish-voice-trainer
%
```

11. App to read sqlite

Gemini gave a few suggestions, I picked the second one "Bee Keeper Studio"

I used brew to install it

```
### Top Modern/Aesthetic Option: Beekeeper Studio (Community Edition)
If you want something that matches modern macOS design language (with
gorgeous dark mode formatting, clean autocomplete tabs, and high-DPI
scaling), Beekeeper is phenomenal. It is fast, private, and highly visual.
* **How to install via Homebrew:**
  ```bash
 brew install --cask beekeeper-studio
```

I did not know what `--cask` was doing so I asked, and I got a bit of info about brew the installation manager.



## 12. brew

---

In Homebrew, the `--cask` flag tells the package manager that you want to install a macOS desktop application that comes with a Graphical User Interface (GUI), rather than a command-line tool.

Here is the breakdown of how Homebrew treats these two styles of software:

### 12.1. Standard Formula (Default: No Flag)

When you type `brew install`, Homebrew downloads, compiles, or unpacks command-line utilities or developer libraries. These programs do not have an icon in your Applications folder and run entirely inside your terminal.

Examples: `uv`, `git`, `sqlite3`, `ffmpeg`

### 12.2. Cask Extension (`--cask`)

When you type `brew install --cask`, Homebrew downloads a pre-compiled macOS binary directly from the developer (usually packaged as a `.dmg`, `.pkg`, or `.app` file). It automatically runs the installer, bypasses the drag-and-drop step, and places the application straight into your `/Applications` folder.

Examples: `beekeeper-studio`, `visual-studio-code`, `db-browser-for-sqlite`

### 12.3. Why This Is Useful

Instead of opening Safari, searching for Beekeeper Studio, downloading a disk image, opening it, dragging the icon to your Applications folder, and cleaning up the installer file, Homebrew does all of that for you behind the scenes in a single terminal line.

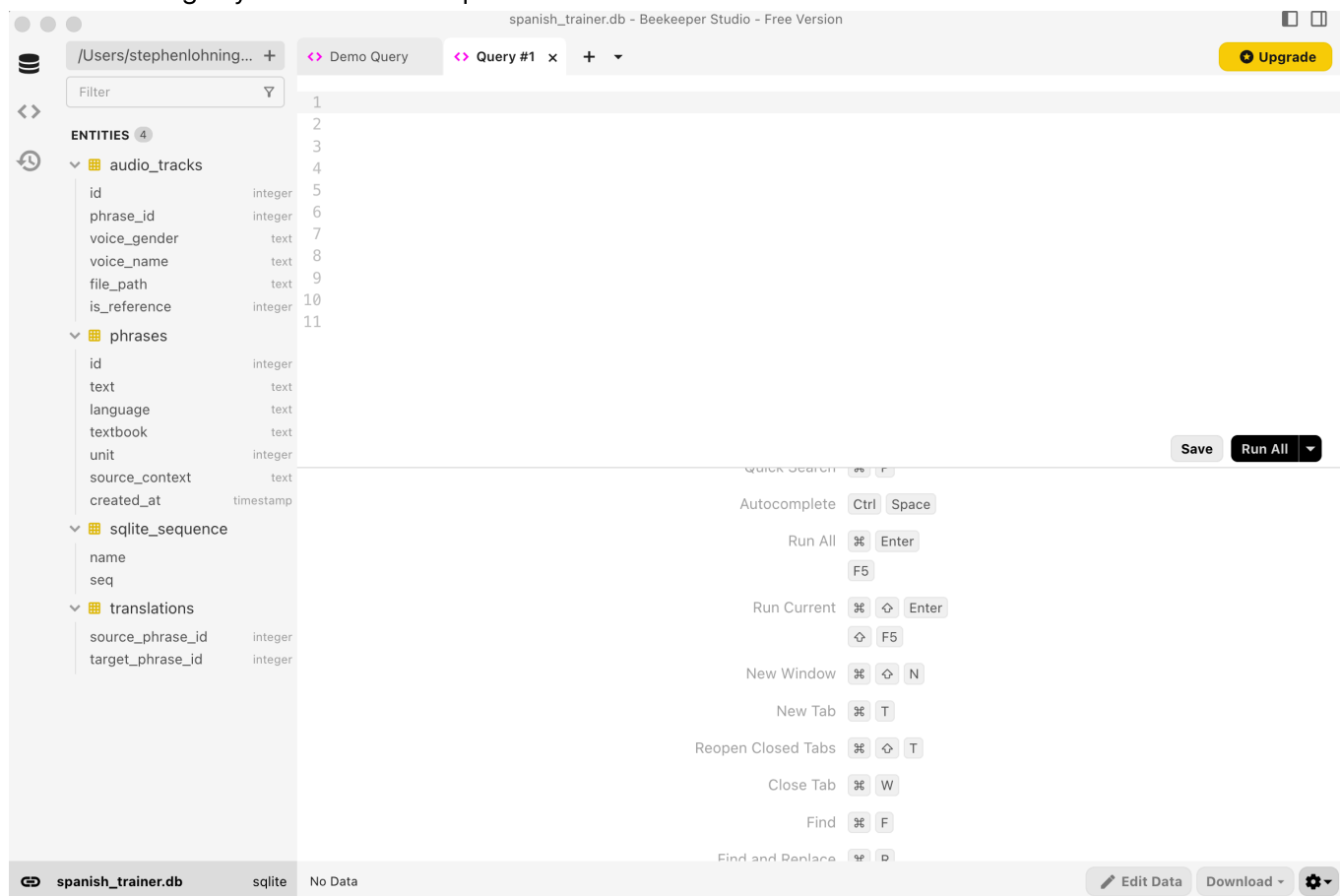
Furthermore, whenever you run your system updates down the road using `brew upgrade`, Homebrew will automatically update your desktop apps right alongside your command-line tools!

## 13. Beekeeper Studio

---

Has an introduction YouTube video

The main thing is you double click upon the data base.db we created.



## 14. Does edge-tts always connect to the Microsoft Cloud ?

The short answer is yes.

edge-tts is a Python library that wraps around the communication protocol used by Microsoft Edge's built-in "Read Aloud" feature. Because it doesn't run neural voice models locally on your MacBook, it must make an active network connection to the Microsoft cloud servers every time you request audio synthesis.

Here is a closer look at what is happening under the hood when you call `await communicate.save()` on Scotty:

### 14.1. How edge-tts Works (The Cloud Pipeline)

Instead of keeping massive gigabyte-sized neural networks running in your local system memory, edge-tts leverages Microsoft's cloud infrastructure using secure WebSockets.

**The Request:** Your Python script establishes an asymmetrical WebSocket connection to a Microsoft Azure speech endpoint.

**The Handshake:** It passes your text string along with configuration meta-data (like requesting the specific es-ES-AlvaroNeural Castilian voice).

The Synthesis: Microsoft's remote cloud supercomputers synthesize the text into human-like phonemes in real time.

The Stream: The server streams raw audio binary packets back down to edge-tts, which chunks them cleanly together and writes them to disk as your target .mp3 file.

Because this relies entirely on a remote API endpoint, if Scotty is completely offline or disconnected from Wi-Fi, the edge-tts script will throw a connection error and fail to generate audio.

## 14.2. Why This is Highly Advantageous for Phase 1

While running things offline is fantastic for complete privacy, using a cloud-backed pipeline for your audio assets right now offers three massive benefits for your project development:

Zero Hardware Strain: Deep-learning voice synthesis is computationally heavy. Running a true high-fidelity audio model locally requires significant CPU/GPU processing. edge-tts offloads 100% of that heavy lifting to the cloud, meaning your script runs instantly in seconds without draining your MacBook's battery or spinning up the fans.

Instant, Production-Ready Audio: You don't have to download, compile, or tune massive multi-gigabyte voice weights (like tortoise-tts or Bark) inside your Python environment. You get pristine, studio-quality Castilian speech with two lines of code.

## 14.3. Future Proofing: Going Fully Offline Down the Track

Because you prefer data privacy and local-first software engineering, it's worth noting that your current architecture is completely future-proofed for offline migration when you reach an advanced phase of development.

Because we explicitly decoupled your code—separating the asset creation logic into `core/asset_generator.py` and the application logic into `main.py`—you can swap out the backend audio engine later without changing a single line of your GUI code.

If you want to make your voice trainer run 100% locally in the future without hitting the cloud, you can replace the internal logic of `AssetGenerator` with an offline framework like:

Piper TTS: A fast, local, neural text-to-speech system optimized to run beautifully on local hardware architectures.

Kokoro: A highly lightweight, open-source local voice model that produces incredibly realistic human inflections.

For now, leveraging Microsoft's cloud via edge-tts gives you native-speaker accuracy with zero setup friction, letting you focus entirely on mastering your Aula Internacional curriculum!

I suppose this OK in phase 1 , I may want to migrate Kokoro next

## Steps of app creation

---

```
(139_spanish-voice-trainer) stephenlohning@Scotty 139_spanish-voice-trainer
% git tag -n
list basic framework created
v1.0 Tested text speak with 2 files added to the root directory
v2.0 added db creation, to project, also loaded installed Bee
Keeper Studio on Scotty
v3.0 phase manager added main modified to test this,
bulk_importer drafted not tested
v4.0 bulk importer did not work using docling, so we going to
export the markdown into a text file as an intermediate step
v5.0 modified to export the markdown file, to be used to modify
bulk importer
```

v5.0 docling gave us

```
alphabetical GLOSSARY

| años60 m | 1960s | U8_7A | bañ osmpl
| bath | U1_1A | | |
|---|---|---|---|
|-----|-----|-----|-----|
| aparecer (zc) | toappear | U3_6A | bar m
| bar | U1_LEX | |
| apasionado/a | passionate | U5_15C | barato/a
| cheap | U4_6C | |
| apellido m | surname | U1_4A | barba f
| beard | U5_9A | |
| aprender | tolearn | U2_2C | Barcelona
| Barcelona | U3_8A | |
```

## Gemini Reposne

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```
| Col 1 (ES) | Col 2 (EN) | Col 3 (Unit) | Col 4 (ES) | Col 5 (EN) | Col 6
(Unit) |
```

## So we fix the bulk upload file

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