

UNIVERSITY OF HERTFORDSHIRE

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WITH HONOURS IN ELECTRONIC ENGINEERING

Project Report

SPEAKER RECOGNITION FOR ACCESS CONTROL

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## **ABSTRACT**

A User Interface Program was created to join the Smart Card Verification program with the Speaker Recognition. Details on what is a smartcard and how it works can be found in the report as well as how the interface program was created.

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## **ACKNOWLEDGEMENTS**

The author would like to thank his project supervisor Dr. A. M. Ariyaeinia for his continued guidance and support throughout the project. The initial stages of programming required the author to ask experienced people in the field of programming. Although he may not be aware of the influence he had, the author would like to thank Mr. George Tsitouridis.

University of Hertfordshire

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# CHAPTER 1 – INTRODUCTION

## 1.1 Introduction to the Project

The whole project was based on investigating and implementing an appropriate interface for a Speech Recognition application. The whole mechanism is triggered with the use of a card reader and the suited smart cards.

## 1.2 Overview of Speaker Recognition

Speech Recognition is the process where a piece of software is charged with the analysis of someone's voice sample in that way that it can be reused to authenticate a feature sample. The authentication is based on a matching process, usually from patterns in both the voice sample and the one stored in the system. In other words this is a way for users to identify themselves to a security system.

## 1.3 Applications of Speaker Verification and Motivation

There is a wide range of applications where speaker verification can be used to enhance security with the convenience of voice. Applications in the financial and telecommunications markets support transactions and provide information that is valuable and subject to fraud.

This advanced recognition capability addresses the security needs of the high volume call processing marketplace by enabling Interactive Voice Response (IVR) applications to use voice verification, a biometric, in place of existing means of authentication such as touchtone based passwords or PINs

## 1.4 Project Aims

The Aim of this project is to develop an Interface between a smart card reader and a Speaker Verification Program. The Interface requires the user to input his personal details and records his voice in a file for future use.

## 1.5 Project Demands

With no previous knowledge on Programming, the main demand of the author was to research and understand these areas as well as any associated subject material. Other demands included:-

- Gaining a good understanding of the programming language required for designing the interface.
- To acquire some knowledge of the operation and requirements of the speaker Verification Program.
- To learn how the smart card reader, reads and writes on the card and implement it on the interface program.
- To investigate current methods of sound capture and decide upon a suitable technique for system implementation.
- Learn more about databases and SQL.
- Time Management. A time plan was created at the outset of the project to give guidelines of when each part of the project should be completed. Although some features may have changed it was necessary to have an indication of the overall time structure of the project.

## **1.6 Report Structure**

Each chapter in the report has an introductory overview to give the reader an idea of its content. The reader may then decide if the documented material is relevant to them.

## CHAPTER 2 – SMART CARD TECHNOLOGIES

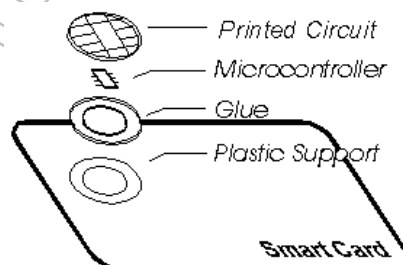
### 2.1 Overview

The smart card, an intelligent token, is a credit card sized plastic card embedded with an integrated circuit chip. It provides not only memory capacity, but computational capability as well. The self-containment of smart card makes it resistant to attack as it does not need to depend upon potentially vulnerable external resources. Because of this characteristic, smart cards are often used in different applications which require strong security protection and authentication.

### 2.2 What a Smart Card is

The printed circuit conforms to ISO standard 7816/3 which provides five connection points for power and data. It is hermetically fixed in the recess provided on the card and is burned onto the circuit chip, filled with a conductive material, and sealed with contacts protruding. The printed circuit protects the circuit chip from mechanical stress and static electricity. Communication with the chip is accomplished through contacts that overlay the printed circuit.

The capability of a smart card is defined by its integrated circuit chip. Typically, an integrated circuit chip consists of a microprocessor, read only memory (ROM), non-static random access memory (RAM) and electrically erasable programmable read only memory (EEPROM) which will retain its state when the power is removed. The current circuit chip is made from silicon which is not bendable and particularly easy to break. Therefore, in order to avoid breakage when the card is bent, the chip is restricted to only a few millimetres in size.





### 2.3 Smart Card Applications

There are over 300,000,000 GSM mobile telephones with smart cards which contain the mobile phone security and subscription information. The handset is personalized to the individual by inserting the card which contains its phone number on the network, billing information, and frequently call numbers.

Almost every small dish TV satellite receiver uses a smart card as its removable security element and subscription information.

The Financial industry has been quick to adopt smart card technology in various countries around the world. Every French Visa Debit card (over 25,000,000) has a chip in it. In Germany, about 40,000,000 banking cards have been issued. EuroPay, MasterCard, and Visa all have smart card programs for their bank members. In the Portugal and Singapore, the national banking networks have launched electronic purse projects. Proton has worked with its banking partners to issue over 25,000,000 electronic purse cards in several countries.

Various countries with national health care programs have deployed smart card systems. The largest is the German solution which deployed over 80,000,000 cards to every person in Germany and Austria.

There are over 100 countries world wide that have reduced or eliminated coins from the pay phone system by issuing smart cards. Greece, Germany, France, UK, Brazil, Mexico, and China have major programs.

Other applications for smart cards include computer/internet user authentication and non-repudiation, retailer loyalty programs, physical access, resort cards, mass transit, electronic toll, product tracking, national ID, drivers license, pass ports, and the list goes on.

## **2.4 The Smart Card Reader / Writer (Programmer)**

In order to program and read a smart card you need a smart card reader. Smart Card Readers are available that interface to RS232 serial ports, USB ports, PCMCIA slots, floppy disk slots, parallel ports, infrared IRDA ports and Keyboards and keyboard wedge readers. Extensive price and performance differences exist between an industrial strength intelligent reader that supports a wide variety of card protocols and a home style win-card reader that only works with microprocessor cards and performs all processing of the data in the PC

## **2.5 The Software Programmer**

Inside the package that came with the smart card reader was also a CD with some useful utilities to program the smart card. The program the author is using is called Scard Delphi Sample. It enables the author to program specific locations into the smart card's memory thus giving more flexibility.

## **CHAPTER 3 – SPEAKER VERIFICATION AND SMART CARD INTERFACE**

### **3.1 Overview**

For the Speaker Verification to work correctly, it needs 10 recordings of the user's voice. That is the only connection these two programs have between them.

### **3.2 Advantages and Disadvantages of the Smart Card / Speech Recognition Combination**

The advantages of this combination are:

- Increased Security
- Fast and Easy Access
- No need to remember numbers, codes etc.

The disadvantages are:

- Unable to get access due to voice change
- Accidental destruction of smart card

### **3.3 User Interface Issues**

The user Interface was created as simple as possible so that even an amateur PC user will be able to use it. Keeping in mind that it must user friendly the result is very good giving the user the ability to access the menus easily. The boxes contain easy to understand words and the feedback given to the user is adequate. There is always the possibility for improvements which will come with the use of the program, finding any weaknesses and reporting them to the author.

## **CHAPTER 4 – SOFTWARE INTERFACE DESIGN AND IMPLEMENTATION ANALYSIS**

### **4.1 Overview**

Perhaps one of the most important part of the project was the Software Interface. There were great limitations and great considerations to be made in order to achieve something such as the one created and presented.

### **4.2 Interface Issues, under a Software Design and Implementation view**

The Programming Environment, selected, to build the application was Borland (today Inspire) Delphi, which actually is an Object-Oriented Visual Pascal. The selection was done based on the facilities provided along with the advice of Mr. George Tsitouridis for a compact, easy and most complete implementation. As stated above, while dealing with visual programming engines, creating an interface is not hard to achieve. The issues that rise in this specific case had more to do with the nature of the application rather than the programming methods. In other words it was more important to consider how to form the interface rather than how to program it. The reason behind it was the fact that a Card Reader Software is applicable only in specific cases, such as the use of a post with a touch screen along with the card reader as a security control mechanism. Therefore, it is obvious that the Interface suitable for cases like this.

### **4.3 Interface Design**

As was stated above, the driving reasoning, behind it, is to create an Interface as simple as possible, without many rising windows, along with a sense of completeness. That is more to fit and presented on the screen at the some, though, level. This means that the author built something that resembles a serial sequence of events within the same window, which makes it much more easy and fast to use and operate, without confusing the user, or wasting his or hers time.

#### 4.4 Interface Implementation / Discussion / Methods and Tools

As soon as all the design issues for the User Interface (UI) had been taken care, the implementation process did not take too long to complete. As it is obvious the main obstacles faced at this part of the project was to decide on the approach to be used in order not to built the interface rather than creating a suitable functionality.

The programming technique, used to achieve such a result, was to use auto hide menus. This means that all the menu, bars, voice sampling controls, etc. are located on the same form and thus on the same windows, but not visible to the user, until a special trigger is activated that will bring them up. This design, though quite hard to implement, as far as the visual part in concerned (because all the visual components – VCL in Delphi – are condense), is extremely efficient. In more detail:

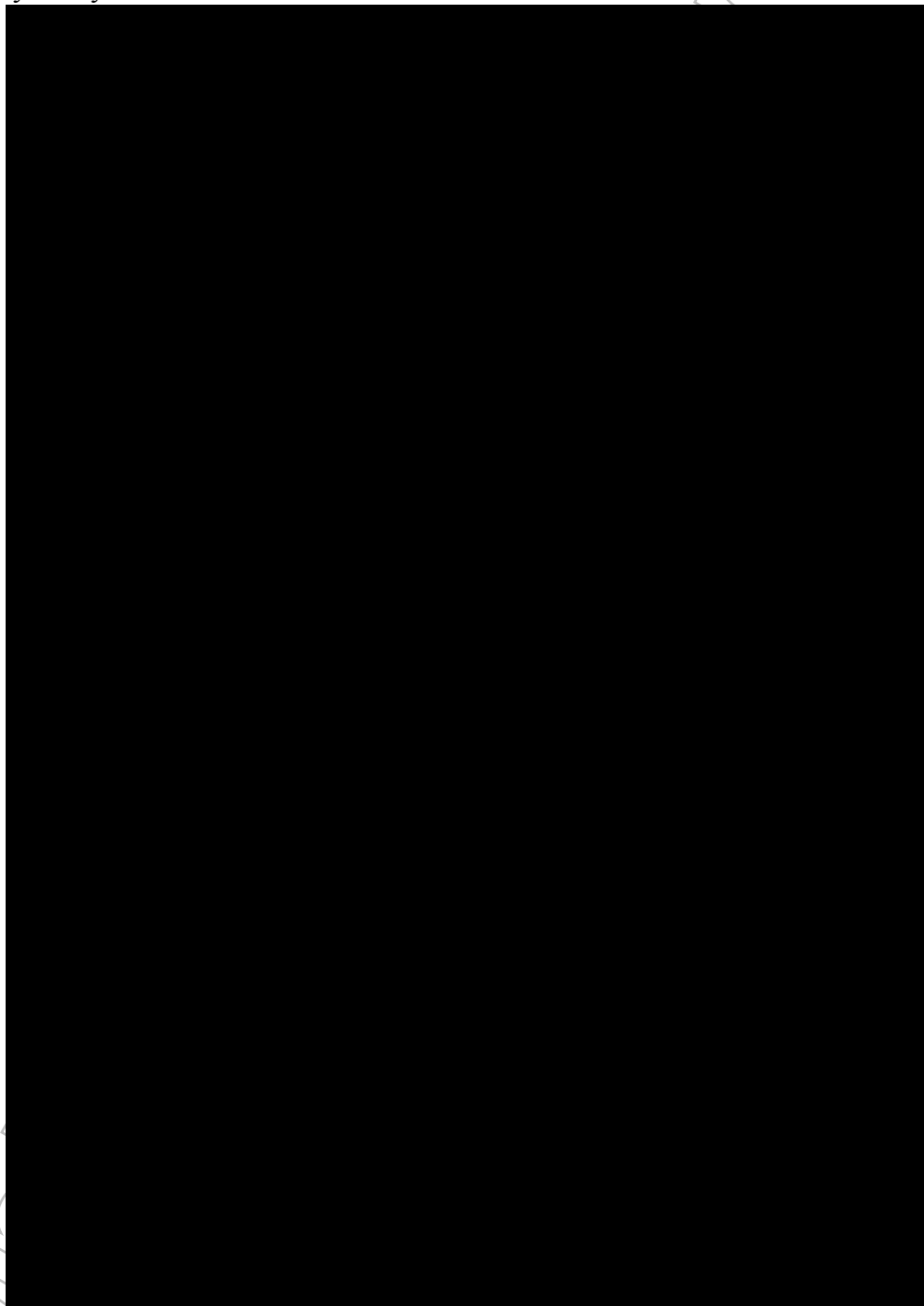
- **It is easier for the user to understand and use it:**  
Since there are actually only 2 main screens and by using a printed –on the screen - list of the actions taken, while in operation, simplifies it in such a way, that even the most computer-naive can work it out, just by reading the on-screen instruction. For this reason the instruction are as simplified, condense and non-technical as possible.
- **It is faster for the user to navigate through:**  
As it is already explained above the application is based only on 2 screens, one screen for each registered and non-registered users. Each screen has certain states according to the whole application state. This makes extremely easy and more important very fast for the users to interact with the system.
- **It is suitable for usage at special cases, such as where mouse is absent such as a Kiosk:**  
The main reason why this design approach was followed is that applications ability to be used in special cases. An example would be a security kiosk with a touch screen, an alphanumeric only keyboard and no mouse. In such cases navigation and usage can be proven to be quite problematic, especially when the UI is too complicated.
- **The memory footprint of the application is minimized:**  
This design approach, though, has its beneficial impact on the whole system as well. The resources that the compiler would utilize for the application are minimized as there is no need for extra Object (window) creation in memory during run-time, not to mention that part of the initiated components are not activated instantly, freeing even more RAM.
- **Code is optimized due to the lack of reference to Objects in Units located outside the main one:**  
Again here due to the lack of more than two main Units there are only a few references to objects found in those two. The rest is references from internal to other internal objects, which minimizes resources allocation (discussed in more detail at section 6.3).
- **Homogeneous UI (User Interface):**  
Exactly because of the use of just one form / window the appearance details had to be set only once, not to mention that due to inheritance and the fact that groups of VCL were used, minimized the effort of applying

these details to each visual component. This procedure increased dramatically the User Interface consistency in such a degree that appears to be no differences in the drawing philosophy of each VCL or group of VCLs.

- **Easier and faster to implement:**

As a result of all the above mention and analyzed, it is more than clear that the whole procedure of modeling and coding the UI was greatly simplified and strait forward leaving almost no space for mistakes and misunderstandings.

Here is the complete flow chart of the User Interface based on the actions taken by the system:



#### **4.5 Conclusions**

The Interface was the rather “fun” part where the author had many ideas of what the ideal interface would be according to him. Borland Delphi gives a lot of choices and solutions on how to create the dialogs between the pc and the user. After having understood exactly how the program should be the design was quite easy. With the help of some books on programming the result is pretty good with clear buttons and menus, giving a professional but fairly easy to use interface. The whole interface was created in such a way that it can be used in many different locations and cases (thus not being just a PC) providing in that way greater usability.

## **CHAPTER 5 – SOFTWARE ENGINE DESIGN AND IMPLEMENTATION ANALYSIS**

### **5.1 Overview**

We shall move now, on discussing further technical details of the software application. It is too important to analyze the background engine of the whole system, as it is responsible for the whole functional behavior.

### **5.2 Software Engine Issues**

While designing the core engine of the application, no serious obstacles arose; there were huge problem with the coding procedure itself. The reason for that was mainly the author's lack of knowledge in Visual Object-Oriented Programming and furthermore the importing procedure into Borland Delphi of a VCL, so that the card reader would become available and accessible to the programming environment. This is actually the part where Mr. George Tsitouridis provided extreme support in many different levels. He taught me the basic principals of Visual OO Programming and provided the author with enough education material, such as books and magazines, to get started and actually developing a quite extensive knowledge on it.

### **5.3 Software Engine Design**

Designing the core of the application was one of the most difficult and challenging parts, as it gave the feeling of using a tool without knowing its abilities or its limitation. Finally the following approach was adopted:

The program will have only two main units. One would be the form / window – the User Interface along with its UI specific code, which would make calls on the second unit which is all the code for processing data along with all the subroutines used to control the Database.

Of course the third and the last level, is the database itself which is used to store user personal data, which are processed and compared with that located on the Smart Cards.



## 5.4 Software Engine Implementation / Discussion / Methods and Tools

Let's start analyzing the application core by levels. The first and lowest level is the Database level. This is implemented using the Delphi's built in PARADOX Database support. It contains essential user information (such as : Last Name, First Name, Father's Name, Mother's Name, Date Of Birth, Registration ID, as long as other control fields that indicate whether a user is deleted from the system or not and whether a user, even a registered, is suppose to use the system – have clearance).

On the second level there is the database control software, along with the appropriate processing routines. In order, though, to implement access on the database, there were two options:

- either to use Delphi's procedural language or
- use a non procedural query language like SQL

The obvious choice was the second one. Though much more difficult to implement, not to mention complicated, it is extremely flexible. At this point another effort was done by the author and that was the process of understanding and learning SQL. Finally there were some SQL queries created to interrogate the database, which were also embedded into Delphi, so that variable can be used instead of constants.

Apart from the third level which is the User Interface, the second one has another part that is charged with the manipulation of data. This was the most difficult of all to implement. The first great obstacle came from the card reader itself. It seemed there was no way of actually having Delphi "see" through the COM port, the Smart Card Reader at the other end. The reason as it was proven later with the help of Mr. George Tsitouridis, is that the specific hardware component uses a special Delphi VCL in order to be integrated into the programming language.

The problems with the Card Reader did not come to an end after the installation of this piece of software. More essential action were about to be taken in order to achieve the communication between the software application and the hardware. The total luck of user manual forced the author to actually decompose example software given in source code, in order to obtain vital information on the programming of the Smart Card Reader VCL.

As soon as this was over and other problem come. That was the sound supporting VCL components in Delphi. What was required was, simply, a facility to record stereo sound by just clicking a button on the interface and of course playing it back. Unfortunately the Delphi built in Media Player API interface was too complicated and in some case not compatible. There the problem solved by downloading from the Internet a special VCL component that would do just that.

Some furthermore technical details can be found in Chapter 6.

## 5.5 Conclusions

The author chose Delphi because it was easier to implement with it, the smart card reader programmer. The Delphi component, regarding the reader, supplied within the Card Reader CD, was installed after an enormous effort to access the Smart Card Reader through the Programming Language. The most difficult part was the creation of the PARADOX database, not just the table itself, but mainly the whole set and especially the Delphi embedded SQL queries. Finally great consideration must be given in the author's first attempt to search the Internet for freeware VCL and use them within the application as a way of substituting the complex, built in, equivalent component.

## CHAPTER 6 – CONCLUSIONS AND FURTHER WORK

### 6.1 Project Overview

The combination of a smart card with a speech verification programs proves useful especially where we don't want unauthorized access. It provides a high security with the benefit of a unique key which is the user's voice. That means that nobody unless they have their voices recorded can gain access to the system. This technique is widely used many years now with success and is going to be one of the most secure ways to log on to the future computer (and not just only) systems.

### 6.2 Final Conclusions

This project was a good chance for the author to improve his skills in programming, time management and gathering information. After having spent many hours on the project and reading articles about programming one thing is sure. There is no secure way to gain access to a system. There will always be a way to break it or bypass it through a small mistake in the code. So this makes the need for code improvement definite.

### 6.3 Further Work

As soon as the project was complete there was more time available and therefore some further steps were taken. Those were the code optimization, a way of enforcing stronger security on the system and finally the attempt to integrate the application with a Speech Recognition Software. In detail:

- **Code Optimization:**

Having studying in more detail Borland Delphi, the author was able to isolate certain parts in the program code he wrote, that if they were rewritten the application would operate more efficiently (in any aspect).

- **Increase Security Mechanism:**

The mechanism that was used was quite simple. First of all the system is able to accept only a specific kind of Smart Cards. In more detail it is checking for I2C with 2K memory size. If something else is given, then it will be rejected. Then it is seeking for a secret pass code write in the last 11 characters. That code is CSRS640870C. If it is not found then it mean that the card was not issued by the organization using the system and therefore it is again rejected.

- **Integrate with Speech Recognition Software:**

The author feels confident to state that though a Speech Recognition Software was given, in order to be integrated with the Smart Card Reader software that was impossible due to technical reasons. In detail the software packet called "RTSVS", by Mr. Johann Siaw, was supposed to operate as a background voice sample matching engine, but instead it came out to be a fully compiled stand alone software, to which the author could do nothing, not even study, due to its nature. Therefore the integration never took place, as it is impossible to merge to already compiled executable files.

## CHAPTER 7 – CARD READER IN ACTION

### 7.1 Installation

The installation of the program is pretty much like any other software program.



During the installation the system administrator has the option of entering his personal details: Name and company. After that the install program will display the installation path on the computer.



A status bar will show the installation progress so that the Administrator can see when then installation is completed.



After the completion a shortcut of the program is placed on the desktop giving fast access to the program.

## 7.2 Execution

After the correct connection of the smart card reader on the RS232 port the program will start prompting the user to insert his card in the reader.



If the card reader is not properly connected an error message will show.



When a new user inserts his card in the card reader the system checks its database and prompts the new user to insert his details in the database.



After the new user has completed his registration the recording phase will begin where the user will be asked to say a specific sentence ten times. These recordings are saved in the hard drive as PCM audio files.

After the recording has ended the user doesn't have clearance on the system unless the system administrator checks that everything is ok with the account. This is a small measure to prevent unauthorized personnel registering with the

system and gaining access. So if somebody registers with a stolen smart card, formatted to work in the system, will not be able to use it.

The next time the registered user inserts his card in the reader the system will recognize him and if the system administrator gave him clearance, he/she will be able to use the system.



If not .....





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## APPENDIX A – SOURCE CODE

### CardReader.dpr:

```
program CardReader;

uses
  Forms,
  Main in 'Main.pas' {MainF},
  DBComp in 'DBComp.pas' {UsersDS: TDataModule};

{$R *.RES}

begin
  Application.Initialize;
  Application.Title := 'Card - Speaker Recognition System';
  Application.CreateForm(TMainF, MainF);
  Application.CreateForm(TUsersDS, UsersDS);
  Application.Run;
end.
```

**DBComp.dpr:**

object UsersDS: TUsersDS

OldCreateOrder = False

Left = 237

Top = 233

Height = 640

Width = 817

object Users: TTable

Active = True

IndexFieldNames = 'ID'

TableName = 'Users.db'

Left = 48

Top = 88

end

object DS1: TDataSource

DataSet = Users

Left = 96

Top = 88

end

object SearchUser: TQuery

DataSource = DS1

SQL.Strings = (

'SELECT Name, Clear '

'FROM users '

'WHERE ID=:IDI;')

Left = 144

Top = 88

ParamData = <

item

  DataType = ftUnknown

  Name = 'IDI'

  ParamType = ptUnknown

end>

end

object DS2: TDataSource

AutoEdit = False

DataSet = SearchUser

```
Left = 200
Top = 88
end
object SearchDel: TQuery
  DataSource = DS1
  SQL.Strings = (
    'SELECT ID'
    'FROM users '
    'WHERE Del ='#39'Y'#39';')
```

```
Left = 144
Top = 144
end
```

```
object DS3: TDataSource
  AutoEdit = False
  DataSet = SearchDel
  Left = 200
  Top = 144
end
```

```
object Total: TQuery
  DataSource = DS1
  SQL.Strings = (
    'SELECT COUNT(*) As sinolo'
    'FROM users;')
  Left = 144
  Top = 200
end
```

```
object DS4: TDataSource
  AutoEdit = False
  DataSet = Total
  Left = 200
  Top = 200
end
```

```
object Insert: TQuery
  DataSource = DS1
  ParamCheck = False
  SQL.Strings = (
```

```
'INSERT INTO users VALUES (:IDI, :NAM, :MNAM, :FNAM, :DB, '#39'N'#39',  
'#39'N' +  
#39');')
```

```
UniDirectional = True
```

```
UpdateMode = upWhereChanged
```

```
Left = 144
```

```
Top = 256
```

```
ParamData = <
```

```
  item
```

```
    DataType = ftUnknown
```

```
    Name = 'IDI'
```

```
    ParamType = ptUnknown
```

```
  end
```

```
  item
```

```
    DataType = ftUnknown
```

```
    Name = 'NAM'
```

```
    ParamType = ptUnknown
```

```
  end
```

```
  item
```

```
    DataType = ftUnknown
```

```
    Name = 'MNAM'
```

```
    ParamType = ptUnknown
```

```
  end
```

```
  item
```

```
    DataType = ftUnknown
```

```
    Name = 'FNAM'
```

```
    ParamType = ptUnknown
```

```
  end
```

```
  item
```

```
    DataType = ftUnknown
```

```
    Name = 'DB'
```

```
    ParamType = ptUnknown
```

```
end>
```

```
end
```

```
object Delete: TQuery
```

```
SQL.Strings = (  
  'DELETE FROM users'
```

```
'WHERE ID=:IDI;')  
Left = 144  
Top = 312  
ParamData = <  
  item  
    DataType = ftUnknown  
    Name = 'IDI'  
    ParamType = ptUnknown  
  end>  
end  
end
```



FFFFFFFF0FFFFFFE607FFFFFFC007FFFF8007FFFF8007FF1F8007FE0FC107F80F800  
7F00F0007F00F8007C01FC007803F8007007F000700FF000201FF800003FF800  
007FF00000FFE00001FFC00001FF800001FF000001FF000001FF000001FF00001FF0008  
03FF000403FF800207FFC0000FFFE0001FFFF0107FFFFE73FFFFFF07FFFF}

OldCreateOrder = False

Position = poDesktopCenter

PixelsPerInch = 96

TextHeight = 13

object P1: TPanel

Left = 0

Top = 0

Width = 535

Height = 460

Align = alClient

TabOrder = 0

object L2: TStaticText

Left = 1

Top = 34

Width = 533

Height = 31

Align = alTop

Alignment = taCenter

AutoSize = False

BorderStyle = sbsSunken

Font.Charset = GREEK\_CHARSET

Font.Color = clWindowText

Font.Height = -19

Font.Name = 'Tahoma'

Font.Style = [fsBold]

ParentFont = False

TabOrder = 0

end

object ME: TMemo

Left = 1

Top = 65

Width = 343

Height = 394



TabStop = False  
Align = alClient  
ReadOnly = True  
TabOrder = 1

end

object L1: TStaticText

Left = 1  
Top = 1  
Width = 533  
Height = 33  
Align = alTop  
Alignment = taCenter  
Caption = 'Welcome to the University of Hertfordshire'  
Font.Charset = GREEK\_CHARSET  
Font.Color = clTeal  
Font.Height = -24  
Font.Name = 'Tahoma'  
Font.Style = [fsBold]  
ParentFont = False  
TabOrder = 2

end

object P3: TPanel

Left = 344  
Top = 65  
Width = 190  
Height = 394  
Align = alRight  
BevelOuter = bvNone  
BorderWidth = 1  
TabOrder = 3  
Visible = False

object GBB: TGroupBox

Left = 1  
Top = 248  
Width = 188  
Height = 145  
Align = alBottom

```
Caption = ' Voice Sampling '  
TabOrder = 1  
Visible = False  
object L3: TLabel  
    Left = 24  
    Top = 80  
    Width = 92  
    Height = 13  
    Caption = 'Number of attempts'  
end  
object STAR: TButton  
    Left = 8  
    Top = 24  
    Width = 169  
    Height = 25  
    Caption = 'Start Voice Sampling'  
    TabOrder = 0  
    OnClick = STARClick  
end  
object STOR: TButton  
    Left = 8  
    Top = 48  
    Width = 169  
    Height = 25  
    Caption = 'Strop Voice Sampling'  
    TabOrder = 1  
    OnClick = STORClick  
end  
object Reseq: TButton  
    Left = 8  
    Top = 112  
    Width = 169  
    Height = 25  
    Caption = 'Restart Sequence'  
    TabOrder = 2  
    OnClick = ReseqClick  
end
```

object ED5: TEdit

Left = 120

Top = 80

Width = 41

Height = 19

BevelInner = bvNone

BevelOuter = bvNone

Ctl3D = False

ParentCtl3D = False

ReadOnly = True

TabOrder = 3

end

end

object GBC: TGroupBox

Left = 1

Top = 1

Width = 188

Height = 88

Align = alTop

Caption = ' Voice Sampling '

TabOrder = 2

Visible = False

object SAV: TButton

Left = 8

Top = 24

Width = 169

Height = 25

Caption = 'Start Voice Sampling'

TabOrder = 0

OnClick = SAVClick

end

object SOV: TButton

Left = 8

Top = 48

Width = 169

Height = 25

Caption = 'Strop Voice Sampling'

```
    TabOrder = 1
    OnClick = SOVClick
end
end
```

```
object GBA: TGroupBox
```

```
    Left = 1
    Top = 89
    Width = 188
    Height = 159
    Align = alClient
    Caption = ' Personal Data '
    TabOrder = 0
```

```
    Visible = False
```

```
object GoOnB: TButton
```

```
    Left = 102
    Top = 216
    Width = 75
    Height = 25
    Caption = 'Proceed'
    TabOrder = 4
    Visible = False
    OnClick = GoOnBClick
```

```
end
```

```
object GB4: TGroupBox
```

```
    Left = 2
    Top = 162
    Width = 184
    Height = 49
    Align = alTop
    Caption = ' Date of birth '
    TabOrder = 3
    Visible = False
```

```
object Cala: TDateTimePicker
```

```
    Left = 8
    Top = 16
    Width = 169
    Height = 21
```

```
CalAlignment = dtaLeft
Date = 21916.1567955903
Time = 21916.1567955903
DateFormat = dfShort
DateMode = dmUpDown
Kind = dtkDate
ParseInput = False
TabOrder = 0
OnChange = CalaChange
end
end
object GB3: TGroupBox
Left = 2
Top = 113
Width = 184
Height = 49
Align = alTop
Caption = ' Father'#39's Name '
TabOrder = 2
Visible = False
object ED3: TEdit
Left = 8
Top = 16
Width = 169
Height = 21
TabOrder = 0
OnChange = ED3Change
end
end
object GB2: TGroupBox
Left = 2
Top = 64
Width = 184
Height = 49
Align = alTop
Caption = ' Mother'#39's Name '
TabOrder = 1
```

```
Visible = False
object ED2: TEdit
  Left = 8
  Top = 16
  Width = 169
  Height = 21
  TabOrder = 0
  OnChange = ED2Change
end
end
object GB1: TGroupBox
  Left = 2
  Top = 15
  Width = 184
  Height = 49
  Align = alTop
  Caption = ' Full Name '
  TabOrder = 0
  Visible = False
  object ED1: TEdit
    Left = 8
    Top = 16
    Width = 169
    Height = 21
    TabOrder = 0
    OnChange = ED1Change
  end
end
end
end
end
object P2: TPanel
  Left = 0
  Top = 460
  Width = 535
  Height = 41
  Align = alBottom
```

```
TabOrder = 1
object CloseB: TButton
  Left = 456
  Top = 8
  Width = 75
  Height = 25
  Caption = 'Close'
  TabOrder = 0
  OnClick = Button1Click
```

```
end
```

```
object PB: TProgressBar
  Left = 8
  Top = 8
  Width = 201
  Height = 23
  Min = 0
  Max = 100
  Smooth = True
  TabOrder = 1
```

```
end
```

```
end
```

```
object SC: TSmartCard
  Active = True
  AutoUnlock = False
  Language = lngEnglish
  LanguageText.Strings = (
    'CrdDetect=Detecting card...'
    'CrdInsert=Please insert a smartcard...'
    'CrdInvalid=Invalid / unknown smartcard!'
    'CrdLocked=Card is locked by '#39'#1'#39'
    'CrdReady=Card ok'
    'CrdValid=Card-activated and ready'
    'Progress=Operation in progress #1'
    'Search=Looking for a terminal at #1 - #2'
    'SearchFail=No terminal found at #1!'
    'SearchOK=Terminal OK at #1'
    'TerminalErr=Please check terminal settings, no access!'
```

```
'TerminalTyp=Wrong terminal type!')
StatusText = 'Please check terminal settings, no access!'
OnCardDetect = SCCardDetect
OnCardActive = SCCardActive
OnCardInvalid = SCCardInvalid
OnCardWait = SCCardWait
OnDeviceError = SCDeviceError
OnProgress = SCProgress
Left = 72
end
object WinXP1: TWinXP
  Left = 40
end
object AU: TAudio
  Player.BitsPerSample = _16
  Player.Channels = Stereo
  Player.SampleRate = 44000
  Recorder.BitsPerSample = _16
  Recorder.Channels = Stereo
  Recorder.SampleRate = 44000
  Recorder.TrigLevel = 0
  Recorder.Triggered = False
  Version = '4.1 (32bit)'
  OnPlayed = AUPlayed
  Left = 104
end
object IL: TImageList
  Left = 136
  Bitmap = {
    494C010103000400040010001000FFFFFFFF10FFFFFFFFFFFFFFFF424D3600
    000000000000360000002800000040000000100000000100200000000000010
    00000000000000000000000000000000000000000000000000000000000000
    FFFFFFFF00E4E9FB00FFFFFF00FFFF
    FF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFF
    FF00FFFFFF00FFFFFF00E7EBFC00FFFFFF000000000000000000FCFCFC00E8E8
    E900E7E8E800FAFAFB000000000000000000000000000000000000000000000
    F8F8FA00E3E3
    E400E3E4E500FBFBFC000000000000000000000000000000000000000000000
    FFFFFFFF00FFFFFF00FFFFFF00FFFF
    FF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFF
```



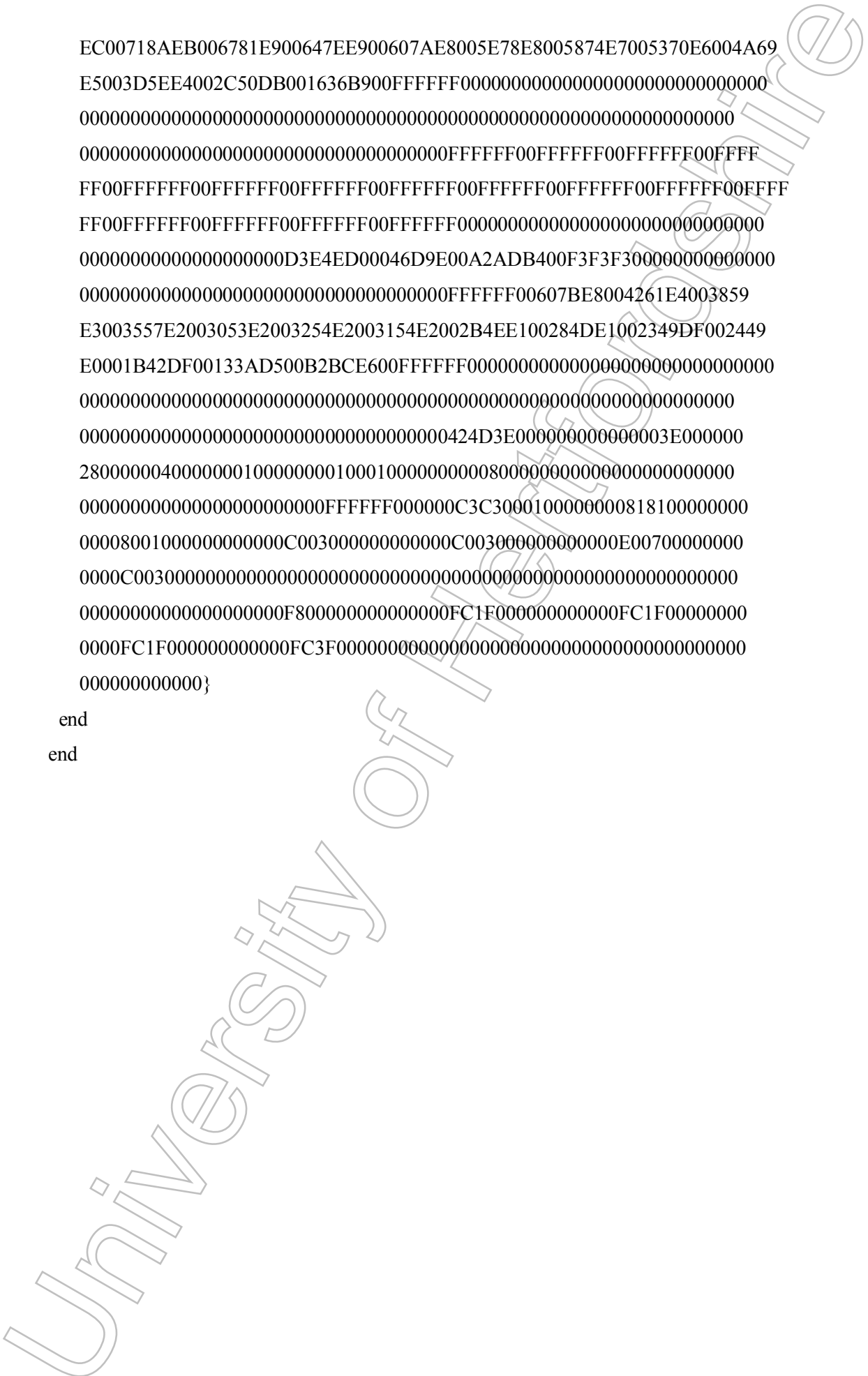






EC00718AEB006781E900647EE900607AE8005E78E8005874E7005370E6004A69  
E5003D5EE4002C50DB001636B900FFFFFF00000000000000000000000000000000  
00  
00  
FF00FFFFFF00FFFFFF00FFFFFF00FFFFFF  
FF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00FFFF  
FF00FFFFFF00FFFFFF00FFFFFF00FFFFFF00000000000000000000000000000000  
000000000000000000D3E4ED00046D9E00A2ADB400F3F3F30000000000000000  
00  
FFFFFF00607BE8004261E4003859  
E3003557E2003053E2003254E2003154E2002B4EE100284DE1002349DF002449  
E0001B42DF00133AD500B2BCE600FFFFFF00000000000000000000000000000000  
00  
00  
0424D3E000000000000003E000000  
2800000040000000100000000100010000000008000000000000000000000000  
00  
FFFFFF000000C3C3000100000000818100000000  
00008001000000000000C003000000000000C003000000000000E00700000000  
0000C00300  
00000000000000000000F8000000000000FC1F000000000000FC1F00000000  
0000FC1F000000000000FC3F00  
000000000000}

end  
end



**DBComp.pas:**

unit DBComp;

interface

uses

Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms, Dialogs,  
Db, DBTables;

type

TUsersDS = class(TDataModule)

Users: TTable;

DS1: TDataSource;

SearchUser: TQuery;

DS2: TDataSource;

SearchDel: TQuery;

DS3: TDataSource;

Total: TQuery;

DS4: TDataSource;

Insert: TQuery;

Delete: TQuery;

private

{ Private declarations }

public

{ Public declarations }

end;

var

UsersDS: TUsersDS;

implementation

{ \$R \*.DFM }

end.

**Main.pas:**

unit Main;

interface

uses

Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms, Dialogs,  
SCardC32, ComCtrls, ExtCtrls, StdCtrls, Buttons, Db, DBTables, Grids,  
DBGrids, Mask, DBCtrls, Gauges, WinXP, Audio, ImgList;

type

TMainF = class(TForm)

SC: TSmartCard;

P1: TPanel;

P2: TPanel;

L2: TStaticText;

ME: TMemo;

CloseB: TButton;

L1: TStaticText;

PB: TProgressBar;

WinXP1: TWinXP;

P3: TPanel;

GB1: TGroupBox;

GB2: TGroupBox;

GB3: TGroupBox;

GB4: TGroupBox;

GoOnB: TButton;

ED1: TEdit;

ED2: TEdit;

ED3: TEdit;

AU: TAudio;

IL: TImageList;

GBA: TGroupBox;

GBB: TGroupBox;

STAR: TButton;

STOR: TButton;

Reseq: TButton;

L3: TLabel;

ED5: TEdit;

GBC: TGroupBox;

SAV: TButton;

```
SOV: TButton;
Cala: TDateTimePicker;
procedure SCCardWait(Sender: TObject; DeviceIndex: Integer);
procedure SCCardDetect(Sender: TObject; DeviceIndex: Integer);
procedure SCDeviceError(Sender: TObject; DeviceIndex: Integer);
procedure Button1Click(Sender: TObject);
procedure SCCardInvalid(Sender: TObject; DeviceIndex: Integer);
procedure SCProgress(Sender: TObject; DeviceIndex, Progress: Integer);
procedure SCCardActive(Sender: TObject; DeviceIndex: Integer);
procedure ED1Change(Sender: TObject);
procedure ED2Change(Sender: TObject);
procedure ED3Change(Sender: TObject);
procedure GoOnBClick(Sender: TObject);
procedure STARClick(Sender: TObject);
procedure STORClick(Sender: TObject);
procedure AUPlayed(Sender: TObject);
procedure ReseqClick(Sender: TObject);
procedure SAVClick(Sender: TObject);
procedure SOVClick(Sender: TObject);
procedure CalaChange(Sender: TObject);
private
  { Private declarations }
public
  { Public declarations }
end;

var
  MainF: TMainF;
  Timer: Integer;

implementation

uses DBComp;

var
  CCCont : TStringList;
```

{SR \*.DFM}

```
procedure TMainF.SCCardWait(Sender: TObject; DeviceIndex: Integer);
```

```
begin
```

```
  ME.Lines.Clear;
```

```
  ED1.Clear;
```

```
  ED2.Clear;
```

```
  ED3.Clear;
```

```
  GB2.Visible:=False;
```

```
  GB3.Visible:=False;
```

```
  GB4.Visible:=False;
```

```
  GoOnB.Visible:=False;
```

```
  GBB.Visible:=False;
```

```
  P3.Visible:=False;
```

```
  P3.Visible:=False;
```

```
  PB.Position:=0;
```

```
  L2.Caption:='Please insert your Smart Card in the indicated slot';
```

```
end;
```

```
procedure TMainF.SCCardDetect(Sender: TObject; DeviceIndex: Integer);
```

```
begin
```

```
  ME.Lines.Clear;
```

```
  L2.Caption:='Please wait while your Smart Card is being accessed';
```

```
end;
```

```
procedure TMainF.SCDeviceError(Sender: TObject; DeviceIndex: Integer);
```

```
begin
```

```
  ME.Lines.Clear;
```

```
  L2.Caption:='Device Error! Please try again later';
```

```
end;
```

```
procedure TMainF.SCCardInvalid(Sender: TObject; DeviceIndex: Integer);
```

```
begin
```

```
  ME.Lines.Clear;
```

```
  L2.Caption:='Your Smart Card is not valid';
```

```
end;
```



```

procedure TMainF.SCProgress(Sender: TObject; DeviceIndex,
    Progress: Integer);
begin
    PB.Position:=Progress;
end;

procedure TMainF.SCCardActive(Sender: TObject; DeviceIndex: Integer);

var RE: TDBEdit;

begin
    RE:=TDBEdit.Create(MainF);
    {System checks the type of the card}
    try if SC.CardInfo.Strings[2]='Type=I2C 2K' then
        begin
            CCont:=TStringList.Create;
            {System checks if the card belongs to this system, by checking the last 11 chars}
            try SC.ComandList('Card,MemRead,245,11',CCont) finally end;
            if CCont.Strings[0]='CSRS640870C' then
                begin
                    CCont.Clear;
                    try SC.ComandList('Card,MemRead,0,10',CCont)finally end;
                    {if the first 10 chars are different from '999999999' then the card is activated
                    and the char indicated is the uses' ID}
                    if CCont.Strings[0]<>'999999999' then
                        begin

DBComp.UsersDS.SearchUser.ParamByName('IDI').AsString:=CCont.Strings[0];
                DBComp.UsersDS.SearchUser.Open;
                RE.DataSource:=DBComp.UsersDS.DS2;
                RE.DataField:='Name';
                L2.Caption:='Your Smart Card has been successfully accessed';
                ME.Lines.Add('Welcome back '+RE.EditText+'.');
                RE.Clear;
                RE.DataField:='Clear';
                if RE.EditText='Y' then
                    begin

```

```

    ME.Lines.Add('You have clearance to use the system. ');
    ME.Lines.Add('-----');
    ME.Lines.Add('-> Standing by for speech recognition. ');
    P3.Visible:=True;
    GBC.Visible:=True;
    SOV.Enabled:=False;
end
else
begin
    ME.Lines.Add('You do not have clearance to use the system. ');
    ME.Lines.Add('-----');
    ME.Lines.Add('If you have just register, you need to wait for you account
activation. ');
    ME.Lines.Add('Please remove your card and contact reception. ');
end;
end
else
begin
    L2.Caption:='Your Smart Card has been successfully accessed. ';
    ME.Lines.Add('Welcome new user! ');
    ME.Lines.Add('Standing by to receive your personal information and voice
sample. ');
    ME.Lines.Add('-----');
    ME.Lines.Add('-> Please Insert your Personal Data. ');
    P3.Visible:=True;
    GBA.Visible:=True;
    GB1.Visible:=True;
    {TODO: Give focus on control}
end;
RE.Free;
CCont.Free;
end
end
else
begin
    L2.Caption:='Your Smart Card is not valid';
end;

```

```
finally end;  
end;
```

```
procedure TMainF.ED1Change(Sender: TObject);  
begin  
    GB2.Visible:=True;  
end;
```

```
procedure TMainF.ED2Change(Sender: TObject);  
begin  
    GB3.Visible:=True;  
end;
```

```
procedure TMainF.ED3Change(Sender: TObject);  
begin  
    GB4.Visible:=True;  
end;
```

```
procedure TMainF.GoOnBClick(Sender: TObject);
```

```
var RE: TDBEdit;  
    IDI: String;
```

```
begin  
    if MessageDlg('Are all the information entered corret?', mtConfirmation, [mbYes,  
mbNo], 0)=mrYes then  
        begin  
            GBA.Enabled:=False;  
            GBB.Visible:=True;  
            STOR.Enabled:=False;  
            ME.Lines.Add('-> Please stand by for voice samplnig.');
```

```
            ED5.Text:='1';  
            Reseq.Enabled:=False;  
            RE:=TDBEdit.Create(MainF);  
            DBComp.UsersDS.SearchDel.Open;  
            RE.DataSource:=DBComp.UsersDS.DS3;  
            RE.DataField:='ID';
```

```

if RE.EditText="" then
  begin
    RE.Clear;
    RE:=TDBEdit.Create(MainF);
    DBComp.UsersDS.Total.Open;
    RE.DataSource:=DBComp.UsersDS.DS4;
    RE.DataField:='sinolo';
    IDI:=IntToStr(StrToInt(RE.EditText)+1);
    if Length(IDI)=1 then IDI:='00000000'+IDI;
    if Length(IDI)=2 then IDI:='0000000'+IDI;
    if Length(IDI)=3 then IDI:='000000'+IDI;
    if Length(IDI)=4 then IDI:='00000'+IDI;
    if Length(IDI)=5 then IDI:='0000'+IDI;
    if Length(IDI)=6 then IDI:='0000'+IDI;
    if Length(IDI)=7 then IDI:='000'+IDI;
    if Length(IDI)=8 then IDI:='00'+IDI;
    if Length(IDI)=9 then IDI:='0'+IDI;
  end
else
  begin
    IDI:=RE.EditText;
    DBComp.UsersDS.Delete.ParamByName('IDI').AsString:=IDI;
    DBComp.UsersDS.Delete.ExecSQL;
  end;
  DBComp.UsersDS.Insert.ParamByName('IDI').AsString:=IDI;
  DBComp.UsersDS.Insert.ParamByName('NAM').AsString:=ED1.Text;
  DBComp.UsersDS.Insert.ParamByName('MNAM').AsString:=ED2.Text;
  DBComp.UsersDS.Insert.ParamByName('FNAM').AsString:=ED3.Text;
  DBComp.UsersDS.Insert.ParamByName('DB').AsString:=DateToStr(Cala.Date);
end
else
  begin
    ED1.Clear;
    ED2.Clear;
    ED3.Clear;
    GB4.Visible:=False;
    GB3.Visible:=False;

```

```

    GB2.Visible:=False;
    GoOnB.Visible:=False;
end;
end;

procedure TMainF.STARClick(Sender: TObject);
begin
    Reseq.Enabled:=False;
    STAR.Enabled:=False;
    STOR.Enabled:=True;

    AU.Recorder.RecordToFile('samples\'+DBComp.UsersDS.Insert.Params.ParamValues['I
DI']+ '_'+ED5.Text+'.wav',NIL,NIL);
    AU.Recorder.Start;
end;

procedure TMainF.STORClick(Sender: TObject);

begin
    STOR.Enabled:=False;
    AU.Recorder.Stop;

    AU.Player.PlayFile('samples\'+DBComp.UsersDS.Insert.Params.ParamValues['IDI']+ '_
+ED5.Text+'.wav',0);
end;

procedure TMainF.AUPlayed(Sender: TObject);
begin
    if MessageDlg('Are you satisfied with the sample you provided? If not you have to
repeat this stage.', mtConfirmation, [mbYes, mbNo], 0)=mrYes then
        begin
            if ED5.Text='10' then
                begin
                    ME.Lines.Add('-> Please stand by for System update. ');
                    DBComp.UsersDS.Insert.ExecSQL;
                    ME.Lines.Add('-> Please stand by for Card update. ');

```

```

SC.ComandStr(cmCard+cmMemWrite+'0'+','+'10',DBCComp.UsersDS.Insert.Params.ParamValues['IDI']);
    ME.Lines.Add('-> Registration Complete!');
    SC.Active:=False;
    if MessageDlg('Congratulations! You are now registered on the Voice Recognition System.', mtInformation, [mbYes], 0)=mrYes then
        begin
            GBA.Enabled:=True;
            ME.Lines.Clear;
            ED1.Clear;
            ED2.Clear;
            ED3.Clear;
            GB2.Visible:=False;
            GB3.Visible:=False;
            GB4.Visible:=False;
            GoOnB.Visible:=False;
            GBB.Visible:=False;
            P3.Visible:=False;
            SC.Active:=True;
        end;
    end;
    ED5.Text:=IntToStr(StrToInt(ED5.Text)+1);
    Reseq.Enabled:=True;
end;
STAR.Enabled:=True;
STOR.Enabled:=False;
Reseq.Enabled:=True;
end;

procedure TMainF.ReseqClick(Sender: TObject);
begin
    ED5.Text:='1';
end;

procedure TMainF.SAVClick(Sender: TObject);
begin

```

```
SAV.Enabled:=False;  
SOV.Enabled:=True;  
AU.Recorder.RecordToFile('tocompare.wav',NIL,NIL);  
AU.Recorder.Start;  
end;
```

```
procedure TMainF.SOVClick(Sender: TObject);  
begin  
  SOV.Enabled:=False;  
  AU.Recorder.Stop;  
  P3.Visible:=False;  
  GBC.Visible:=False;  
  SAV.Enabled:=True;  
  ME.Lines.Add('-> Matching Sample.');
```

```
end;  
  
procedure TMainF.CalaChange(Sender: TObject);  
begin  
  GoOnB.Visible:=True;  
end;
```

```
procedure TMainF.Button1Click(Sender: TObject);  
begin  
  Application.Terminate;  
end;  
  
end.
```