

CHAPTER 1

INTRODUCTION

1.1 Background

Indonesia is one of the country with a very large amount of language. There are hundreds of language that ever recorded in Indonesia. And javanese language is one of the most common language in Indonesia. Nowadays, even people in java island can not speak javanese language fluently. People prefer indonesia language than javanese language because javanese language tend to be more difficult than indonesian language. Other than that, many people in Indonesia still use javanese language but they are illiterate or letterless. Illiteracy rate in central java is about 22.83 and in east java is about 25.1 in 2012 for the age more than 45 (Badan Pusat Statistik, 2014). Because of that, we build a Text to Speech system in javanese language.

Text to speech is a system that convert text into speech. This system use "Finite State Automata" algorithm with array as the data structure. Finite state automata is an algorithm used to spell checking that can be found in the compiler engine to check the correctness of a syntax. In this case, this algorithm is to check the syllables each word from the text so the system can determine which syllables to use to speak the text.

Later this system can say (speak) the text entered by the user in javanese language. But the text must be in javanese language. If the text is not from javanese language, the text still converted to javanese language rule.

1.2 Scope

This system only read javanese language. Other than that the system will read it in javanese language. Beside that, the user must type the text manually because there is some rule that should be obeyed such as the pronunciation of "A" and "E" in javanese language. This project only sound the number word in

javanese language. The sound output still limited in javanese number only because of the large possibilities of syllabels from javanese language.

1.3 Objective

The objective of this system is to read the text inputed by user and break each syllabels to determine the speech (Number Only).

