Chapter Five
Results and Discussions

5.1. Results:
Depending on the Implement software on a group of people with visual disabilities, such as Internet users we got the results below

- A new concept in hyperlink (talk-recognition) hyperlink
- Visual disabled use the software without much effort, (chart5-1).
- Visual disabled learn to use the software easily, (chart5-3).
- Software utilize resources efficiently, (chart5-2).
- The Disabled users can input address of website in address bar on browser & go to it via his voice. , (chart5-2).
- The Disabled users open/close the browser without using external software, (chart5-2).
- Visual disabled user open /close website after listen to browser via his voice.
- Visual disabled users open Home, back, forward page for browser via his voice.
- Visual disabled users open favorite hyperlink & interact via his voice.
- Visual disabled users Open Home, back, forward page for browser via voice button.
- Visual disabled users open favorite hyperlink & interact via voice button.
5.1. Results:

**Chart 5-1:** time/second to activate website hyperlinks

**Chart 5-2:** Number of webpage (size) accessed via External software and our browser after close browser
5.2. Discussions:

Such software is essential for blind users to read the content of web pages or communicate with friends and colleagues. As more sophisticated software has been made available to a larger audience, people have begun turning their attention to developing leisure programs that are designed with accessibility in mind. For example, the website blindsoftware.com has an accessible mp3 player to download and a selection of games.

Developing Software for Everyone

When it comes to universal access, several people have found that disabilities or illnesses can act as barriers to using traditional software. This is why it is important that developers continue to work on making software as accessible as they can for a wide range of people, so everyone can benefit from the powerful tools computers offer.