

VOICE USER INTERFACE

```
import speech_recognition as sr import pyttsx3
```

```
tasks = []
```

```
recognizer = sr.Recognizer()
```

```
engine = pyttsx3.init()
```

```
def add_task(task):
```

```
    tasks.append(task)
```

```
    engine.say(f"Task {task} added")
```

```
    engine.runAndWait()
```

```
def
```

```
    view_tasks():
```

```
    if tasks:
```

```
        engine.say("Your tasks are")
```

```
        for idx, task in enumerate(tasks, 1):
```

```
            engine.say(f"Task {idx}: {task}")
```

```
    else:
```

```
        engine.say("No tasks to show")
```

```
    engine.runAndWait()
```

```
def remove_task(task_number):
```

```
    if 0 < task_number <= len(tasks):
```

```
        removed_task = tasks.pop(task_number - 1)
```

```
        engine.say(f"Task {removed_task} removed")
```

```
    else:
```

```
        engine.say("Invalid task
```

```
number") engine.runAndWait()
```

```
def recognize_speech():
```

with `sr.Microphone()` as source:

```

print("Listening...")
audio = recognizer.listen(source)
try:
    command = recognizer.recognize_google(audio)
    print(f'Command: {command}')
    return command
except sr.UnknownValueError:
    engine.say("Sorry, I did not understand that")
    engine.runAndWait()
    return None
except sr.RequestError:
    engine.say("Sorry, there was a problem with the speech service")
    engine.runAndWait()
    return None

def main():
    while True:
        engine.say("Options: add task, view tasks, remove task, or exit")
        engine.runAndWait()
        command = recognize_speech()
        if not command:
            continue

        if "add task" in command:
            engine.say("What is the task?")
            engine.runAndWait()
            task = recognize_speech()
            if task:
                add_task(task)
        elif "view tasks" in command:
            view_tasks()

```

```

elif "remove task" in command:

    engine.say("Which task number to remove?")
    engine.runAndWait()
    task_number = recognize_speech()
    if task_number:
        try:
            task_number = int(task_number)
            remove_task(task_number)
        except ValueError:
            engine.say("Please provide a valid number.")
            engine.runAndWait()
    elif "exit" in command:
        engine.say("Exiting...")
        engine.runAndWait()
        break
    else:
        engine.say("Invalid option. Please try again.")
        engine.runAndWait()

if __name__ == "__main__":
    main()

```

```

Listening...
Command: Guru
Listening...
Listening...
Listening...
Command: remove remove
Listening...
Command: add
Listening...
Command: view
Listening...
Listening...
Command: Tan Tan Tan
|

```

