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import speech_recognition as sr

import pytsx3

tasks = []

recognizer = sr.Recognizer()

engine = pytsx3.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:
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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()

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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()

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