**Text To Speech:**

**1: Import Modules-**

* **tkinter-** tkinter is Python's de-facto standard GUI (Graphical User Interface) package. It is a thin object-oriented layer on top of Tcl/Tk. Tkinter is not the only GuiProgramming toolkit for Python. It is however the most commonly used one.
* **gTTS –** gTTS (Google Text-to-Speech)is a Python library and CLI tool to interface with Google Translate text-to-speech API. The gTTS API supports several languages including English, Hindi, Tamil, French, German and many more.
* **playsound -** The playsound module contains only a single function named playsound(). It requires one argument: the path to the file with the sound we have to play. It can be a local file, or a URL. There’s an optional second argument, block, which is set to True by default. We can set it to False for making the function run asynchronously. It works with both WAV and MP3 files.

**2: Initialized window-**

Geometry, Resizable, Background, title

**3:Heading:**

Text to speech – Font, background, pack

**4:Label:**

Enter text-text , Font, Background

5:**Text Variable:**

Msg = StringVar()-A text variable is an item you insert in your document that varies according to the context.

**6:Entry:**

Text Variable, Width, Height

**7:Functions:**

Text to speech, Exit, Reset

**8:Buttons:**

* Play – Font,command,width , background
* Exit – Font, command, background
* Reset – Font, command, width, background

**Code:**

## import libraries

from tkinter import \*

from gtts import gTTS

from playsound import playsound

################### Initialized window####################

root = Tk()

root.geometry('350x300')

root.resizable(0,0)

root.config(bg = 'yellow')

root.title('Yellow Moose - TEXT\_TO\_SPEECH')

##heading

Label(root, text = 'TEXT\_TO\_SPEECH' , font='arial 20 bold' , bg ='green').pack()

Label(root, text ='Yellow Moose' , font ='arial 15 bold', bg = 'green').pack(side = BOTTOM)

#label

Label(root, text ='Enter Text', font ='arial 15 bold', bg ='yellow').place(x=20,y=60)

##text variable

Msg = StringVar()

#Entry

entry\_field = Entry(root,textvariable =Msg, width ='50')

entry\_field.place(x=20 , y=100)

###################define function##############################

def Text\_to\_speech():

Message = entry\_field.get()

speech = gTTS(text = Message)

speech.save('Yellow Moose.mp3')

playsound('Yellow Moose.mp3')

def Exit():

root.destroy()

def Reset():

Msg.set("")

#Button

Button(root, text = "PLAY" , font = 'arial 15 bold', command = Text\_to\_speech, width =4, bg = 'blue').place(x=25, y=140)

Button(root,text = 'EXIT',font = 'arial 15 bold' , command = Exit, bg = 'Red1').place(x=100,y=140)

Button(root, text = 'RESET', font='arial 15 bold', command = Reset, bg = 'blue').place(x=175 , y =140)

#infinite loop to run program

root.mainloop()

**Output:**

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