* Import necessary libraries: cv2, numpy, dlib, pyglet, time
* Load a sound file using pyglet
* Initialize the video capture using cv2
* Initialize a blank board with size 400x700 and fill it with white color
* Initialize the face detector and shape predictor using dlib
* Initialize a keyboard with size 405x802x3 and fill it with black color
* Initialize a dictionary with keys being numbers from 0 to 29 and values being corresponding letters
* Define a function "letter" that takes in 3 arguments: letter\_index, text, and letter\_light
* Inside the function, determine the x and y coordinates of the letter on the keyboard based on the letter\_index
* Initialize the width and height of the letter as 100 and thickness as 2
* Initialize font\_letter and font\_scale for text and thickness and line type for the rectangle
* If letter\_light is True, set the color of the rectangle and text as white, else set it as black
* Draw the rectangle on the keyboard using the calculated x, y, width, height, thickness, and color
* Put the text on the keyboard using the calculated x, y, font, scale, and color
* End the function
* While the video capture is open:

a. Read the current frame

b. Detect the faces in the frame using the face detector

c. If a face is detected:

i. Predict the landmarks on the face using the shape predictor

ii. Get the coordinates of the left eye and right eye

iii. Calculate the distance between the eyes and scale it by a factor of 5

iv. Initialize the starting point for the text as (10, 30)

v. Set the font and scale for the text

vi. For each letter in the keys\_set\_1 dictionary:

1. Call the "letter" function with index of the letter, the letter itself, and a boolean value indicating whether the letter should be highlighted or not (determined by whether the eyes are looking at it)

2. Add the width of the letter to the x coordinate of the starting point

vii. Add the scaled eye distance to the y coordinate of the starting point

viii. Draw the keyboard on the board

ix. Put the text on the board

x. If the eyes are closed for a certain amount of time, play the sound and reset the timer

d. Show the board with the text on it using cv2

* Release the video capture