Code explanation!

```
import pyttsx3
```

Explain:

This line imports the pyttsx3 library, which is a Python text-to-speech conversion library. It allows you to convert text into spoken words.

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

Explain:

Here, the init() method of pyttsx3 is called to initialize the text-to-speech engine. This creates an instance of the engine that will be used to convert text to speech.

```
voices = engine.getProperty('voices')
```

Explain:

Here, the setProperty() method is used to set the voice property of the engine. In this case, we're setting the voice to the second voice in the voices list. The voices list is zero-indexed, so voices[1] refers to the second voice.

```
text = input('What do you want me to say? ')
```

Explain:

This line prompts the user to enter text that they want the program to say. The input() function displays the message "What do you want me to say? " to the user and waits for them to input some text. The entered text is stored in the text variable.

engine.say(text)

Explain:

Here, the say() method of the engine is called with the text variable as an argument. This method adds the specified text to the speech queue.

engine.runAndWait()

Explain:

Finally, this line starts the speech synthesis process. The runAndWait() method is called to process all the text that has been queued up to this point and play the speech output

NOTE:

The runAndWait() method is crucial for controlling the speech synthesis process in a synchronous manner. It ensures that the text-to-speech conversion and playback are completed before the program proceeds to the next line of code. This helps maintain the desired sequence of actions and provides a smooth user experience.

EXAPMLE:

```
engine.say("Hello, how are you?")
engine.runAndWait()
print("Speech synthesis completed!")
```

In this example:

- The say() method adds the text "Hello, how are you?" to the speech queue.
- runAndWait() processes this text, converts it to speech, and plays it back.
- After the speech synthesis is completed, the message "Speech synthesis completed!" is printed to the console.