Develop and compare CLI, GUI, and Voice User Interfaces (VUI) for the same task and assess user satisfaction using Python (Tkinter for GUI, Speech Recognition for VUI), Terminal

NAME : ENIYA B A

CLASS : CSE – A

ROLL NO : 230701085

# AIM:

The aim is to develop and compare Command Line Interface (CLI), Graphical User Interface (GUI), and Voice User Interface (VUI) for the same task, and assess user satisfaction using Python (with Tkinter for GUI and Speech Recognition for VUI) and Terminal.

# PROCEDURE:

1. **CLI (Command Line Interface)**

CLI implementation where users can add, view, and remove tasks using the terminal.

 tasks = []

def add\_task(task): tasks.append(task) print(f"Task '{task}' added.")

def view\_tasks(): if tasks:

print("Your tasks:")

for idx, task in enumerate(tasks, 1): print(f"{idx}. {task}")

else:

print("No tasks to show.")

def remove\_task(task\_number):

if 0 < task\_number <= len(tasks): removed\_task = tasks.pop(task\_number - 1) print(f"Task '{removed\_task}' removed.")

else:

print("Invalid task number.")

def main():

while True:

print("\nOptions: 1.Add Task 2.View Tasks 3.Remove Task 4.Exit")

choice = input("Enter your choice: ")

if choice == '1.':

task = input("Enter task: ") add\_task(task)

elif choice == '2.': view\_tasks()

elif choice == '3':

task\_number = int(input("Enter task number to

remove: "))

remove\_task(task\_number)

elif choice == '4': print("Exiting...") break

else:

print("Invalid choice. Please try again.")

if name == " main ": main()

# GUI (Graphical User Interface)

Tkinter to create a simple GUI for our To-Do List application.

 import tkinter as tk

from tkinter import messagebox tasks = []

def add\_task():

task = task\_entry.get() if task:

tasks.append(task) task\_entry.delete(0, tk.END) update\_task\_list()

else:

messagebox.showwarning("Warning", "Task cannot be

empty")

def update\_task\_list(): task\_list.delete(0, tk.END) for task in tasks:

task\_list.insert(tk.END, task)

def remove\_task():

selected\_task\_index = task\_list.curselection() if selected\_task\_index:

task\_list.delete(selected\_task\_index) tasks.pop(selected\_task\_index[0])

app = tk.Tk() app.title("To-Do List")

task\_entry = tk.Entry(app, width=40) task\_entry.pack(pady=10)

add\_button = tk.Button(app, text="Add Task", command=add\_task)

add\_button.pack(pady=5)

remove\_button = tk.Button(app, text="Remove Task", command=remove\_task)

remove\_button.pack(pady=5)

task\_list = tk.Listbox(app, width=40, height=10) task\_list.pack(pady=10)

app.mainloop()

# VUI (Voice User Interface)

speech\_recognition library for voice input and the pyttsx3 library for text-to-speech output. Make sure you have these libraries installed (pip install SpeechRecognition pyttsx3).

 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 task in tasks:

engine.say(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) return command

except sr.UnknownValueError:

engine.say("Sorry, I did not understand that") 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:

remove\_task(int(task\_number)) elif "exit" in command:

engine.say("Exiting...") engine.runAndWait() break

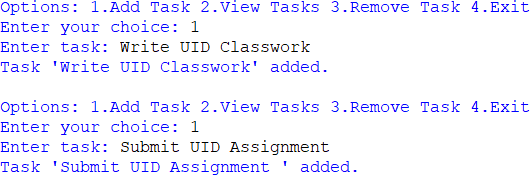
else:

engine.say("Invalid option. Please try again.") engine.runAndWait()

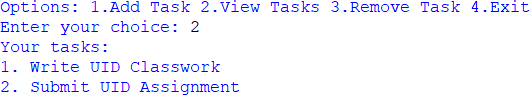
if name == " main ": main()

**OUTPUT :**

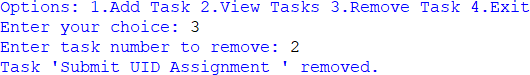
ADDING TASKS:



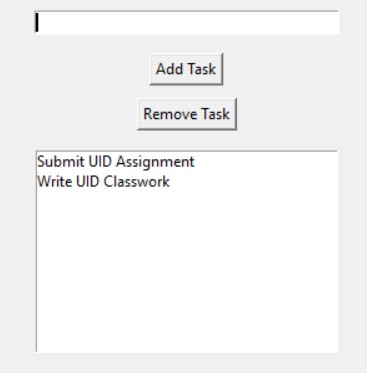
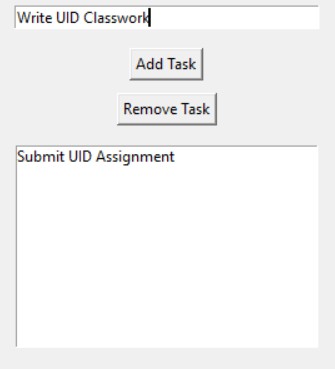
VIEWING TASKS:



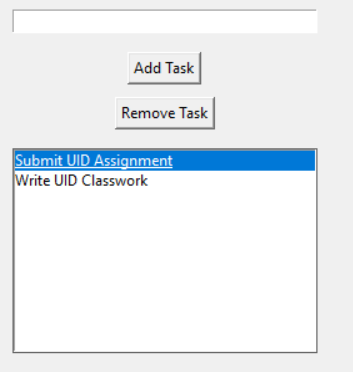
REMOVING TASKS:

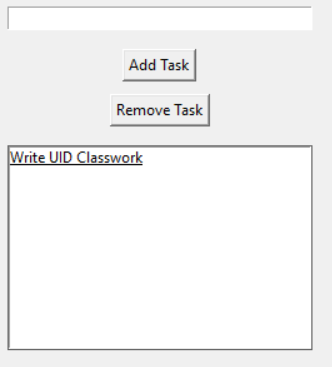


**ADDING TASKS:**

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**REMOVING TASKS:**

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