## **DEVELOP A PYTHON SCRIPT**

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Team ID	PNT2022TMID21391
Project Name	Personal assistance for seniors who are self-reliant
Team members	Nisha C, Fathima D, Harni V, Sangeetha M

## **PYTHON CODE:**

```
import time
#import ibmiotf.application
from ibm_watson import TextToSpeechV1
from ibm_cloud_sdk_core.authenticators import IAMAuthenticator
import ibmiotf.device
import pygame
pygame.init()
config={
  "org":"k54tgp",
  "type": "abcd",
  "id":"123",
  "auth-method":"token",
  "auth-token":"123456789"
url="https://api.eu-gb.text-to-speech.watson.cloud.ibm.com/instances/3337f7ab-eb47-4558-
8344-cf4e0e94bee7"
api="ri9CfHaOitFC4s_8nN2fYhKmdVBku6yqzeedtTcCOQf1"
client= ibmiotf.device.Client (config)
client.connect()
auth=IAMAuthenticator(api)
tts=TextToSpeechV1(authenticator=auth)
tts.set_service_url(url)
def myCommandCallback (cmd):
  a=cmd.data
  instruction="Please Take following Medicine."
  c=1
  if len(a["command"])==0:
    pass
  else:
```

```
client.disconnect()
    client.connect()
    for i in a["command"]:
       instruction+=str(c)+". "
       instruction+=i
       instruction+="."
       c+=1
    with open("./speech.wav", "wb") as audio_file:
       res=tts.synthesize(instruction,accept="audio/mp3",voice='en-
US_AllisonExpressive').get_result()
       audio_file.write(res.content)
    play("speech.wav")
def play(a):
  p=pygame.mixer.Sound(a)
  pygame.mixer.Sound.play(p)
  time.sleep(20)
  pygame.mixer.Sound.play(p)
  time.sleep(20)
  pygame.mixer.Sound.play(p)
  time.sleep(20)
while True:
  client.commandCallback = myCommandCallback
```

client.disconnect()

