

FACULTY OF ENGINEERING

Department of Computer Engineering APP DEVELOPMENT USING FLUTTER (01CE0610) Lab

```
super.dispose();
Future<void> speak(String text) async(
 await flutterTts.setLanguage('en-US');
 await flutterTts.setPitch(1.0); await
 flutterTts.setSpeechRate(0.5); await
 flutterTts.speak(text);
Widget build(BuildContext context) { return
 Scaffold(
  appBar: AppBar(
   title: Text("Text To Speech"),
  body: Padding( padding: EdgeInsets.all(20), child:
   Column( crossAxisAlignment:
   CrossAxisAlignment.stretch,
     children: [
      TextField( controller:
       textController, decoration:
       InputDecoration( hintText:
       'Enter Text',
         border: OutlineInputBorder(),
       ),
       maxLines: 4,
      ),
      SizedBox(height: 30,), ElevatedButton(onPressed:
      speak(textController.text);
      }, child: Text('Speak'),
     ],
   ),
  ),
 );
```

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