Speech to text code:

```html
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content=
    "width=device-width, initial-scale=1.0">

</head>

<body>
  <div class="words" contenteditable>
    <p id="p"></p>
  </div>
  <div class="mb-5">
<button id="start" class="btn btn-success mt-5 me-3">Start</button>
<button id="pause" class="btn btn-warning mt-5 me-3">Pause</button>
<button id="resume" class="btn btn-info mt-5 me-3">Resume</button>
<button id="cancel" class="btn btn-danger mt-5 me-3">Cancel</button>
</div>

  <script>
    var speech = true;
    window.SpeechRecognition = window.SpeechRecognition
        || window.webkitSpeechRecognition;

    const recognition = new SpeechRecognition();
    recognition.interimResults = true;
    const words = document.querySelector('.words');
    words.appendChild(p);
      recognition.lang='ar';

    recognition.addEventListener('result', e => {
      const transcript = Array.from(e.results)
        .map(result => result[0])
        .map(result => result.transcript)
        .join('')

      document.getElementById("p").innerHTML = transcript;
      console.log(transcript);
    });
```
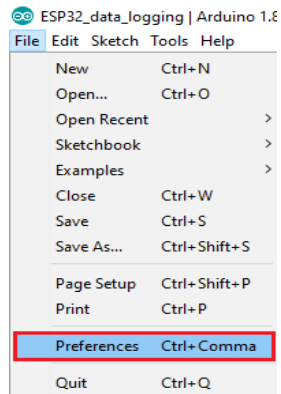
```html
    if (speech == true) {
      recognition.start();
      recognition.addEventListener('end', recognition.start);
    }
  </script>
</body>

</html>
```
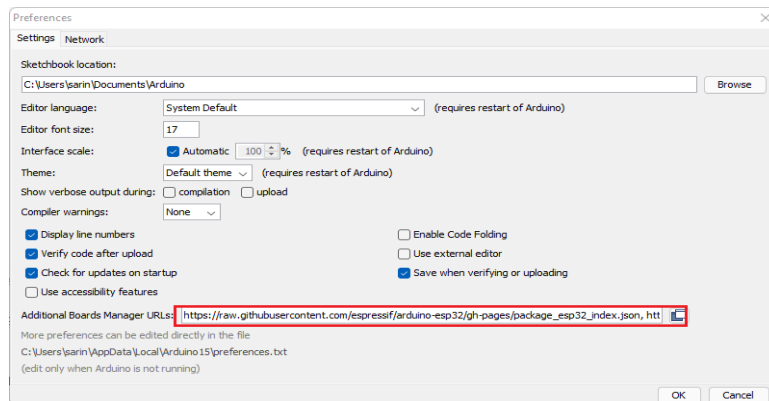
ESP32 Set up

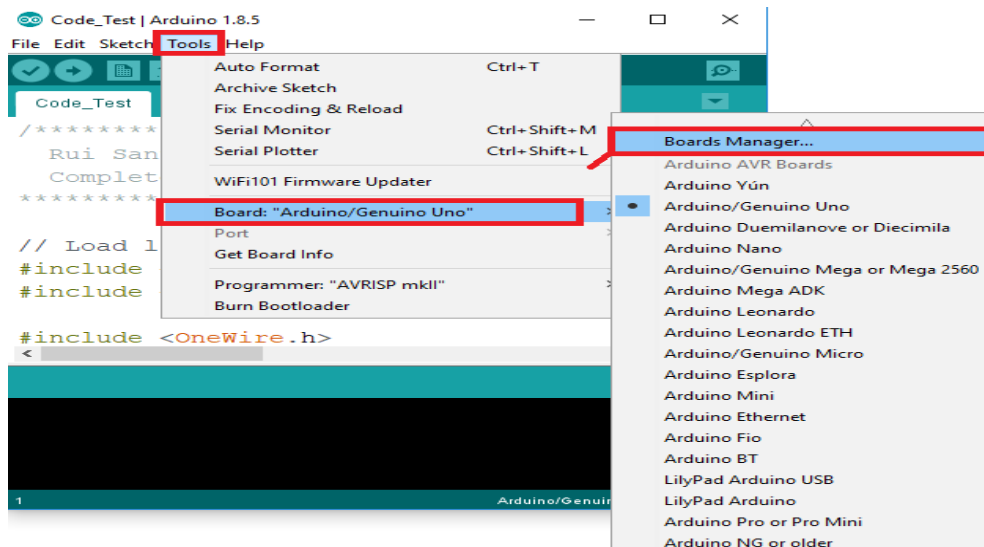1. In your Arduino IDE, go to File> Preferences

2. Enter the following into the "Additional Board Manager URLs" field:

   https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json
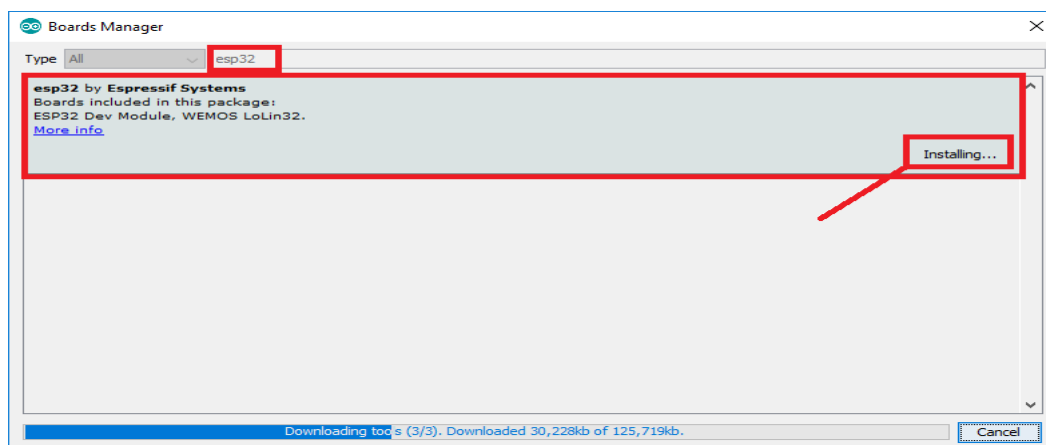
Then, click the "OK" button:

3. Open the Boards Manager.Go
   to Tools > Board > Boards Manager

4. Search for ESP32 and press install button for the
   "ESP32 by Espressif Systems"

5. That's it. It should be installed after a few seconds.