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GitHub link:

https://github.com/LukeT11/WebMobileProgramming/tree/main/Mobile Lessons/Mobile ICP4

Mobile ICP 4

Text-to-Speech

Introduction

Text-to-Speech sends the 'speech' or text to be read and output as audio, converting text into voice. This can be used to take a text input and be output in different languages which can be useful in many different scenarios. This can be used to translate a specific input text and be translated as audio output for another language.

Tasks

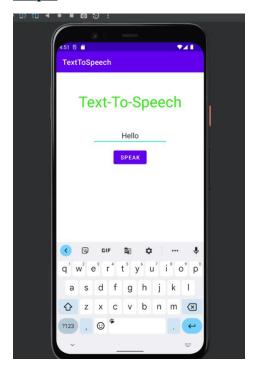
Mobile ICP4:

- Main Activity with a Button, Edit-Text, and Text-to-Speech.
- When the button is clicked, it should take the input text from the user and audio output as speech.
- An onPause action to stop the current audio output when in the middle of outputting and then begins the next output when the button is clicked again.

Code

```
android:layout_height="mrap_content"
android:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintRight_toRightOf="parent"
app:layout_constraintRight_toRightOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintTop_toTopOf="parent"
app:layout_constraintTop_toTopOf="parent"
android:layout_marginBottom="3dep"
android:layout_marginBottom="3dep"
android:textKilgnment="center"
android:textKilgnment="center"
android:layout_width="parent"
android:layout_width="parent"
android:layout_margin="10dp"
android:layout_margin="10dp"
android:layout_margin="10dp"
android:layout_margin="10dp"
android:layout_margin="10dp"
android:layout_margin="10dp"
android:layout_gravity="center"
android:layout_did="parent"
android:layout_gravity="center"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_width="wrap_content"
android:layout_width="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_midth="wrap_content"
android:layout_gravity="center"/>
c
```

Output



Contributors

I worked independently, so I am the sole contributor.

Conclusion

I used Android Studio to create a simple mobile application that implements the use of Text-to-Speech. The application contains a simple main activity screen with a title text, edit text for user input and a button. The purpose is for a user to be able to input a text in the edit text box and whenever the button is clicked, the input text is taken and is output as audio back to the user. The current audio output language is set to English but can be changed to other languages. If the input button is clicked again while its currently audio outputting the text, the audio is paused and then begins reading the next input text that is entered.