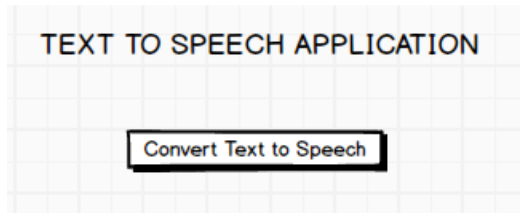


LAB PROGRAM 7

Develop a simple application with one EditText so that the user can write some text in it. Create a button called “Convert Text to Speech” that converts the user input text into voice.



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Text : TEXT TO SPEECH APPLICATION

Plain Text: text: “ “

Id: edt_txt

Button : Convert Text to Speech

Id: btn_speech

```
package com.example.txttospeak;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.speech.tts.TextToSpeech;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

import java.util.Locale;

public class MainActivity extends AppCompatActivity implements
View.OnClickListener, TextToSpeech.OnInitListener {
    Button btnSpeak;
    EditText textSpeak;
    TextToSpeech texttospeech;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}
```

```

        textSpeak=(EditText)
findViewById(R.id.edt_txt);
        btnSpeak=(Button)
findViewById(R.id.btn_speech);

btnSpeak.setOnClickListener(this);
        texttospeech=new
TextToSpeech(getApplicationContext(),this);

texttospeech.setLanguage(Locale.ENGLISH);
    }

    @Override
    public void onClick(View v) {
        String text =
textSpeak.getText().toString();

texttospeech.speak(text,TextToSpeech.QUEUE_FLUSH,null);

    }

    @Override
    public void onInit(int i) {
        if(i!=TextToSpeech.ERROR) {

Toast.makeText(getApplicationContext(),"Success"
,Toast.LENGTH_LONG).show();

        }

    }
}

```