In [1]:
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import tkinter as tk
import webbrowser
import cv2
import requests
import speech_recognition as sr
from bs4 import BeautifulSoup
import pywhatkit as pw
from tkinter import simpledialog
from PIL import Image, ImageTk
from threading import Thread
import time
import pygame
import pandas as pd
import os
import subprocess
def recognize_speech():
    recognizer = sr.Recognizer()
    with sr.Microphone() as source:
        print("Speak something...")
        recognizer.adjust_for_ambient_noise(source)
        audio = recognizer.listen(source)

    try:
        recognized_text = recognizer.recognize_google(audio)
        print("Recognized Text:", recognized_text)
        show_output_popup("Recognized Text:\n" + recognized_text)
    except sr.UnknownValueError:
        print("Speech Recognition could not understand audio.")
    except sr.RequestError as e:
        print("Could not request results from Speech Recognition service; {0}".format(e))
        output = "Recognize Speech functionality."
        show_output_popup(output)

#send whatsapp massage
def send_whatsapp_message():
    # The WhatsApp message sending code (same as before)
    number = "+918154030622"  # Replace this with the recipient's phone number
    message = "Hello, this is a test message sent via Python!"  # Replace this with your desired message
    time_hour = 12  # Replace this with the desired hour (24-hour format)
    time_minute = 27 # Replace this with the desired minute

    try:
        pw.sendwhatmsg(number, message, time_hour, time_minute)
        print("WhatsApp message sent successfully!")
    except Exception as e:
        print(f"Error occurred while sending the WhatsApp message: {e}")
        output = "Send WhatsApp Message functionality."
        show_output_popup(output)

def create_python_menu():
    python_menu = tk.Toplevel(root)
    python_menu.title("Python Menu")

    # Function to be called when the menu options are selected
    def on_menu_selected(choice):
        print(f"Selected: {choice}")

    # Create the menu with some options
    menu_options = ["Option 1", "Option 2", "Option 3", "Option 4"]
    for option in menu_options:
        tk.Button(python_menu, text=option, command=lambda o=option: on_menu_selected(o)).pack(pady=5)

def open_chrome():
    chrome_path = "C:\\Program Files (x86)\\Google\\Chrome\\Application\\chrome.exe"
    os.startfile(chrome_path)

def open_facebook():
    url = "https://www.facebook.com"
    webbrowser.open(url)

def open_linkedin():
    url = "https://www.linkedin.com"
    webbrowser.open(url)

def open_youtube():
    url = "https://www.youtube.com"
    webbrowser.open(url)

def capture_image():
    cap = cv2.VideoCapture(0)
    status, photo = cap.read()
    if status:
        cv2.imwrite("captured_image.jpg", photo)
        gray_photo = cv2.cvtColor(photo, cv2.COLOR_BGR2GRAY)
        cv2.imshow("Grayscale Video", gray_photo)
        cv2.waitKey(5000)
        cv2.destroyAllWindows()
    else:
        print("Failed to capture image.")
def stop_alarm():
    global alarm_playing
    alarm_playing = False
    pygame.mixer.music.stop()
def set_alarm():
    global alarm_playing
    alarm_playing = True
    alarm_time = simpledialog.askstring("Set Alarm", "Enter the alarm time (hh:mm):")
    if alarm_time:
        alarm_hour, alarm_minute = map(int, alarm_time.split(':'))
        current_time = time.localtime()
        alarm_time_struct = time.struct_time((current_time.tm_year, current_time.tm_mon, current_time.tm_mday,
                                              alarm_hour, alarm_minute, 0, current_time.tm_wday, current_time.tm_yday, current_time.tm_isdst))

        time_difference = time.mktime(alarm_time_struct) - time.mktime(current_time)
        if time_difference > 0:
            time.sleep(time_difference)
            play_alarm_sound()

# Function to play an alarm sound
def play_alarm_sound():
    pygame.mixer.init()
    pygame.mixer.music.load("C:\\Users\\Ashish\\tu-hi-tu-jiosongs-com-20230222093541-60652.mp3")  # Replace with the path to your alarm sound file
    pygame.mixer.music.play()
    time.sleep(5)
def button_click(button_number):
    button_actions = [
        recognize_speech,
        send_whatsapp_message,
        open_chrome,
        create_python_menu,
        open_youtube,
        open_linkedin,
        open_facebook,
        capture_image,
        # Add more function references for other buttons here
    ]

    if 1 <= button_number <= len(button_actions):
        button_actions[button_number - 1]()


# Create the main Tkinter window
root = tk.Tk()
root.title("Menu-Based Project")
# Load and resize the background image
image_path = r"C:\Users\Ashish\OneDrive\Documents\Downloads\TEAM-72.png"
background_image = Image.open(image_path)

# Resize the background image using the root window's dimensions
background_image = background_image.resize((root.winfo_screenwidth(), root.winfo_screenheight()), Image.ANTIALIAS)
background_image = ImageTk.PhotoImage(background_image)

# Create a label to hold the image and set it as the background
background_label = tk.Label(root, image=background_image)
background_label.place(x=0, y=0, relwidth=1, relheight=1)

# Create a frame to hold the buttons
button_frame = tk.Frame(root)
button_frame.pack(side=tk.RIGHT, padx=800)  # Adjust the padding as needed

set_alarm_button = tk.Button(root, text="Set Alarm", bg="purple", command=set_alarm)
set_alarm_button.pack(pady=40)
stop_alarm_button = tk.Button(root, text="Stop Alarm", bg="purple", command=stop_alarm)
stop_alarm_button.pack(pady=10)

# Create buttons for actions
buttons_info = [
    {"text": "Recognize Speech", "bg": "red"},
    {"text": "Send WhatsApp Message", "bg": "green"},
    {"text": "open chrome", "bg": "blue"},
    {"text": "Create Python Menu", "bg": "yellow"},
    {"text": "Open YouTube", "bg": "orange"},
    {"text": "Open LinkedIn", "bg": "purple"},
    {"text": "Open Facebook", "bg": "pink"},
    {"text": "Capture Image", "bg": "cyan"},
    {"text": "Alarm", "bg": "cyan"},
    # Add more buttons info here
]

for index, button_info in enumerate(buttons_info, start=1):
    button = tk.Button(
        root,
        text=button_info["text"],
        bg=button_info["bg"],
        command=lambda i=index: button_click(i)
    )
    button.pack(pady=40)

# Start the Tkinter event loop
root.mainloop()
```

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pygame 2.5.1 (SDL 2.28.2, Python 3.11.3)
Hello from the pygame community. https://www.pygame.org/contribute.html
C:\Users\Ashish\AppData\Local\Temp\ipykernel_18264\1433696377.py:140: DeprecationWarning: ANTIALIAS is deprecated and will be removed in Pillow 10 (2023-07-01). Use LANCZOS or Resampling.LANCZOS instead.
  background_image = background_image.resize((root.winfo_screenwidth(), root.winfo_screenheight()), Image.ANTIALIAS)
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