The algorithm ESP32:

The first step is to download Arduino IDE 1.8.19 from SUPPORT THE Arduino IDE.

ESP32 board support settings.

https://docs.espressif.com/projects/arduino-esp32 The link is from here to download the file.

Go to the Arduino program:

File-preferences - additional Boards manager URLs We paste the URL then OK.

TOOLS: we choose

Board: "Arduino Uno".

We choose ESP32, show me the library, we choose INSTALL

Then we get to TOOL.

BOARD Enter the ESP32 ARDUINO will support it

An optional step, we can download the GET program

From GET we choose the appropriate code that supports the device and is very important.

https://github.com/espressif/arduino-esp32

https://github.com/espressif/arduino-esp32/releases/tag/2.0.3

https://github.com/espressif/arduino-esp32/releases/download/2.0.3/esp32-2.0.3.zip

We access the files on the device, they will be there from

This PC-Documents-Arduino-libraries

Then copy the file and extract it.

From the contents of the file, we take the contents of the library file and transfer it to the documents-arduino-libraries.

If the Arduino program is open, close it to download examples

When I enter the program and choose a file - examples, all examples will be my ESP32

In this case, it was prepared and we downloaded the examples,

After connecting the piece to the device, we do the following:

We press win+r, a run window will appear to run any command we type compmgmt.msc

The device settings will appear, choose device manager -ports(com&lpt)

Enter the program

To extract the code:

1:examples

2:01.Basics

3:blink

There will be two functions:

The first function is a setup that defines all the things I need to use

The second function is loop.

VOICE TO TEXT:

Using the program PC:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content=

"width=device-width, initial-scale=1.0">

<title>Speech to Text</title>

</head>

<body>

<div class="words" contenteditable>

<p id="p"></p>

</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.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);

});

if (speech == true) {

recognition.start();

recognition.addEventListener('end', recognition.start);

}

</script>

</body>

</html>

<https://6x6277moeim2eluxl8kl3q.on.drv.tw/pythonProject/>