Practical 13: Create and application using Hardware Interaction in Flutter.

Code :

```
import 'package:flutter/material.dart'; import
'home_screen.dart';
void main(){ runApp(MyApp());
}
class MyApp extends StatelessWidget { const
MyApp({super.key});
@override
Widget build(BuildContext context) { return
MaterialApp(
debugShowCheckedModeBanner: false,
title: "Text To Speech", theme: ThemeData(
primarySwatch: Colors.indigo, ), home:
HomeScreen(), ); } } import 'dart:async';
import 'package:flutter/material.dart';
import 'package:flutter_tts/flutter_tts.dart';
class HomeScreen extends StatefulWidget {
const HomeScreen({super.key});
@override
State<HomeScreen> createState() => _HomeScreenState(); }
class _HomeScreenState extends State<HomeScreen> { final
FlutterTts flutterTts = FlutterTts();
final TextEditingController textController = TextEditingController();
@override void
dispose() {
textController.dispose();
super.dispose(); }

Future<void> speak(String text) async{
await flutterTts.setLanguage('en-US');
await flutterTts.setPitch(1.0); await
flutterTts.setSpeechRate(0.5);
await flutterTts.speak(text);
}
Widget build(BuildContext context) {
return Scaffold( appBar:
AppBar(
title: Text("Text To Speech"),
),
body: Padding(
```

```
padding: EdgeInsets.all(20), child:
Column(
crossAxisAlignment: CrossAxisAlignment.stretch,
children: [ TextField(
controller: textController,
decoration: InputDecoration( hintText: 'Enter Text', border:
OutlineInputBorder(), ),
maxLines: 4, ), SizedBox(height:
30,),
ElevatedButton(onPressed: () {
speak(textController.text); },
child: Text('Speak'), ), ], ), ), ); }
```

- **Output:**