Problem is :- "Convert the OS based program into a menu driven program using Python Code which will execute the required user query when user will give the input as a text."

import pyttsx3

import webbrowser

import datetime

import os

import sys

engine = pyttsx3.init('sapi5')

def speak(audio):

print('Computer: ' + audio)

engine.say(audio)

engine.runAndWait()

speak('WELCOME TO OS APPLICATION')

print()

def greetMe():

currentH = int(datetime.datetime.now().hour)

if currentH >= 0 and currentH < 12:

speak('Good Morning!')

if currentH >= 12 and currentH < 18:

speak('Good Afternoon!')

if currentH >= 18 and currentH !=0:

speak('Good Evening!')

greetMe()

speak('Hello Sir')

print()

def myCommand():

try:

print()

speak('How can I help you?')

query = str(input('Command Here: '))

return query

except query.UnknownValueError:

speak('Sorry sir! I didn\'t get that! Try typing the command!')

sys.exit()

if \_\_name\_\_ == '\_\_main\_\_':

while True:

query = myCommand();

query = query.lower()

if 'open youtube' in query:

speak('okay')

webbrowser.open('www.youtube.com')

elif 'google' in query or 'chrome' in query:

speak('okay')

os.system('chrome')

elif 'notepad' in query or 'text' in query or 'editor' in query or 'text editor' in query:

speak('okay')

os.system('notepad')

elif 'sound' in query or 'dj' in query or 'music' in query or 'play music' in query:

speak('okay')

os.system('wmplayer')

elif 'paint' in query or 'draw' in query or 'drawing' in query or 'sketch' in query:

speak('okay')

os.system('mspaint')

elif 'nothing' in query or 'abort' in query or 'stop' in query or 'exit' in query or 'shut' in query or 'shutdown' in query or 'quit' in query:

speak('okay')

speak('Bye Sir, have a good day.')

sys.exit()

Outpur:-







