Text-to-Speech Application

Activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</p>
  android:layout width="match parent"
  android:layout height="match parent"
  android:orientation="vertical"
  android:padding="20dp">
  <EditText
    android:id="@+id/inputText"
    android:layout width="match parent"
    android:layout_height="wrap_content"
    android:hint="Enter text to speak"
    android:padding="10dp"
    android:textSize="18sp" />
  <Button
    android:id="@+id/speakButton"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:text="Speak"
    android:layout_marginLeft="135dp"
    android:layout below="@id/inputText"
    android:layout marginTop="20dp"
    android:padding="10dp"/>
</LinearLayout>
```

MainActivity.java

```
package com.example.texttospeech;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.speech.tts.TextToSpeech;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import java.util.Locale;
public class MainActivity extends AppCompatActivity {
  EditText inputText;
  Button speakButton;
  TextToSpeech textToSpeech;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity main);
    inputText = findViewById(R.id.inputText);
    speakButton = findViewById(R.id.speakButton);
    textToSpeech = new TextToSpeech(MainActivity.this, status -> {
      if (status == TextToSpeech.SUCCESS) {
        int langResult = textToSpeech.setLanguage(Locale.US);
        if (langResult == TextToSpeech.LANG_MISSING_DATA | | langResult ==
TextToSpeech.LANG NOT SUPPORTED) {
          Toast.makeText(getApplicationContext(), "Language not supported",
Toast.LENGTH SHORT).show();
        }
      } else {
        Toast.makeText(getApplicationContext(), "TTS Initialization failed!",
Toast.LENGTH_SHORT).show();
```

```
});
    speakButton.setOnClickListener(v -> {
      String text = inputText.getText().toString();
      if (!text.isEmpty()) {
        textToSpeech.speak(text, TextToSpeech.QUEUE_FLUSH, null, null);
      } else {
        Toast.makeText(getApplicationContext(), "Please enter text",
Toast.LENGTH_SHORT).show();
      }
    });
  }
  @Override
  protected void onDestroy() {
    if (textToSpeech != null) {
      textToSpeech.stop();
      textToSpeech.shutdown();
    }
    super.onDestroy();
  }
}
```

Output

