DESCRIPTION –MIT APP INVENTOR

(Design and Inventor) TEXT TO SPEECH

1. Go to the App home page:www.appinventar.mit.edu
2. Click the orange “create Apps” button in the menu bar.
3. Log in to App Inventor with you Gmail username and password.
4. Start a new project by clicking the “start new project” button.
5. Type in the project name (underscore are allowed, space are not)land click ok. App Inventor opens the Designer window. The “Designer” is where you create the Graphical User Interface (GUI) are the look and feel of your app.
6. Add a Screen1–click and hold on the word “SCREEN” in the palette. Drag your mouse over to the viewer. Release the mouse. A new Textbox will appear on the viewer.
7. Add a Speech recognizer–click and hold on the word “Speech recognizer” in the palette. Drag your mouse over to the viewer. Release the mouse. A new Textbox will appear on the viewer.
8. Add a Sound 1–click and hold on the word “Sound 1” in the palette. Drag your mouse over to the viewer. Release the mouse. A new Textbox will appear on the viewer.
9. App a button-click and hold on the word “Button” in the palette. Drag your mouse over to the viewer Release the mouse. A new button will appear on the viewer.
10. Change the Text on the Button-In the properties panel , change the Text for the Button. Under the Text property, select “Text for Button 1”delete it and type in “TEXT-TO-SPEECH”.
11. Add a Text-to-speech component to your app-Go to the Media drawer in the palette and drop out a “TEXT TO SPEECH” Component. Drag and drop it on to the viewer. Notice that it is present under “Non-Visible Components”. It’s more like a tool that is a variable to the app.
12. Switch over to the Blocks Editor – It’s time to tell your app what to do. The Blocks Editor is where you program the behavior of your app.
13. Click and hold when Button 1.Click blocks. Drag it over to the Viewer and drop it there. It is called an “Event Handler”.
14. Click and hold the call Text To Speech 1.speak block. Drag it over to the Viewer and drop it there this is the block that will make the phone speak because it is inside the Button. Click, it run when the Button on your app is clicked.
15. Click and hold Text Box 1. Text and play it into the socket labeled “message”.
16. The app is now ready for testing –Download the MIT AI 2 Companion app from play store and install it. Click on Connect in the menu bar and select AI Companion and scan the QR code. Be sure your devices are connected to the same WIFI network. You can also test by clicking on Build and selecting App (save , apk to my computer)