🛠️ Tools Used:

1)tkinter (Standard Module)

Used for designing the Graphical User Interface (GUI) of the On-Screen Keyboard.
Enables creation of buttons, input fields, frames, and interactive layouts.

2)pyautogui (External Library)

Used to simulate keyboard inputs by injecting fake keystrokes.
Essential for misleading keyloggers with randomized input sequences.

3)speech_recognition (External Library)

Provides voice-to-text functionality using Google's Speech API.
Allows users to input sensitive data securely via speech.

4)random (Standard Module)

Used to shuffle keyboard layout and generate fake keystrokes.
Ensures unpredictable and dynamic input patterns.

5)time (Standard Module)

Adds realistic delays between keystrokes to mimic human typing.
Helps make fake keystroke injection more believable.

6)threading (Standard Module)

Can be used to handle tasks like voice recognition or UI updates without freezing the main GUI.

7)pynput (External Library)

Often used for capturing low-level keyboard/mouse input.
Useful for building or testing keyloggers during security testing.

8)selenium(External Library)

Typically used for browser automation and testing.
Not directly used in your current On-Screen Keyboard system.