

AT&T STT

To use AT&T STT, use the following code snippet:

```
# recognize speech using AT&T Speech to Text
ATT_APP_KEY = "INSERT AT&T SPEECH TO TEXT APP KEY HERE"
ATT_APP_SECRET = "INSERT AT&T SPEECH TO TEXT APP SECRET HERE"

try:
    print("AT&T Speech to Text thinks you said " + r.recognize_att(audio,
        app_key=ATT_APP_KEY, app_secret=ATT_APP_SECRET))
except sr.UnknownValueError:
    print("AT&T Speech to Text could not understand audio")
except sr.RequestError as e:
    print("Could not request results from AT&T Speech to Text service;
        {0}".format(e))
```

To use the AT&T STT service, you have to obtain an AT&T app key as well as an app secret and assign them to the `ATT_APP_KEY` and the `ATT_APP_SECRET` constants, respectively. You then have to implement the `r.recognize_att()` function and pass `audio`, `app_key`, and `app_secret` as arguments.

Melissa's Inception

As you may have noticed, the `SpeechRecognition` package provides a very nice, generic wrapper that lets developers incorporate a wide variety of online STTs into applications. Go ahead and run the `speech-recognition` program.

As expected, the following snippet shows that the program took what I said into the microphone, recognized it, converted it into a string, and displayed it on the terminal. In this case, I said, "hi Melissa how are you":

```
Tanays-MacBook-Air:Melissa-Core-master tanay$ python main.py
2016-01-10 20:49:11.192 Python[12460:1899626] 20:49:11.191 WARNING: 140:
This application, or a library it uses, is using the deprecated Carbon
Component Manager for hosting Audio Units. Support for this will be removed
in a future release. Also, this makes the host incompatible with version 3
audio units. Please transition to the API's in AudioComponent.h.
Say something!
Google Speech Recognition thinks you said hi Melissa how are you
```

Wonderful! You have now programmed the first of the three components required to build a functional virtual assistant. You can speak to your computer, and you can be rest assured that whatever you say will be converted to a string.