Develop a simple application withoneEditTextso that the user can write some text in it. Create a button called “Convert Text to Speech” that converts the user input text into voice.

XML CODE:

*<?*xml version="1.0" encoding="utf-8"*?>*<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".MainActivity">  
  
 <TextView  
 android:layout\_width="272dp"  
 android:layout\_height="56dp"  
 android:text="Text to Speech"  
 android:textAlignment="center"  
 android:textAllCaps="true"  
 android:textColor="#C62828"  
 android:textSize="30dp"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.496"  
 app:layout\_constraintLeft\_toLeftOf="parent"  
 app:layout\_constraintRight\_toRightOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.097" />  
  
 <EditText  
 android:id="@+id/edt\_txt"  
 android:layout\_width="257dp"  
 android:layout\_height="61dp"  
 android:ems="10"  
 android:inputType="textPersonName"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.497"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.32"  
 tools:ignore="SpeakableTextPresentCheck" />  
  
 <Button  
 android:id="@+id/button"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Button"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.498"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.579" />  
  
</androidx.constraintlayout.widget.ConstraintLayout>

JAVA CODE:

package com.example.e7;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import android.os.Bundle;  
import android.speech.tts.TextToSpeech;  
import android.view.View;  
import android.widget.Button;  
import android.widget.EditText;  
import android.widget.Toast;  
  
import java.util.Locale;  
  
public class MainActivity extends AppCompatActivity implements View.OnClickListener, TextToSpeech.OnInitListener {  
  
 Button btnSpeak;  
 EditText txtSpeak;  
 TextToSpeech textToSpeech;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 txtSpeak=(EditText) findViewById(R.id.*edt\_txt*);  
 btnSpeak=(Button) findViewById(R.id.*button*);  
  
 btnSpeak.setOnClickListener(this);  
 textToSpeech=new TextToSpeech(getBaseContext(),this);  
 textToSpeech.setLanguage(Locale.*ENGLISH*);  
 }  
  
 @Override  
 public void onClick(View view) {  
 String text=txtSpeak.getText().toString();  
 textToSpeech.speak(text,TextToSpeech.*QUEUE\_FLUSH*,null);  
  
 }  
  
 @Override  
 public void onInit(int status) {  
 if (status!=TextToSpeech.*ERROR*){  
 Toast.*makeText*(this, "Success", Toast.*LENGTH\_SHORT*).show();  
 }  
  
 }  
}