LANGUAGE TRANSLATOR

IMPLEMENTATION

from tkinter import \* import tkinter as tk from tkinter import ttk import googletrans

from googletrans import Translator from tkinter import messagebox from gtts import gTTS

import speech\_recognition as s\_r import os

root=tk.Tk() root.title('Language Translator') root.geometry('1080x720')

frame1=Frame(root,width=1080,height=720,relief=RIDGE,borderwidth=5,bg=' #00FFFF')

frame1.place(x=0,y=0)

l1=Label(root,text='Language Translator',font=("ArialGreek 20 bold"),bg='#00FFFF',justify="center")

l1.place(x=390,y=260)

l2=Label(root,text='Select the source provoided option',font=("ArialGreek 15"),bg='#00FFFF')

l2.place(x=375,y=320) langdict=googletrans.LANGUAGES langlist=tuple(langdict.values())

def textWindow(): textWindow=Toplevel(root) textWindow.title('Language Translator') textWindow.geometry('1080x720')

frame2=Frame(textWindow,width=1080,height=720,relief=RIDGE,borderwidt h=5,bg='#00FFFF')

frame2.place(x=0,y=0)

l1=Label(textWindow,text='Language Translator',font=("ArialGreek 20 bold"),bg='#00FFFF',justify="center")

l1.place(x=390,y=160)

l2=Label(textWindow,text='Under Text Source Category',font=("ArialGreek 15"),bg='#00FFFF')

l2.place(x=400,y=220)

l3=Label(textWindow,text='From Language',font=("ArialGreek 10"),bg='#00FFFF')

l3.place(x=250,y=300)

l4=Label(textWindow,text='To Language',font=("ArialGreek 10"),bg='#00FFFF')

l4.place(x=700,y=310) a=tk.StringVar()

from\_menu=ttk.Combobox(textWindow,width=20,textvariable=a,state='random ly',font=('verdana',10,'bold'))

from\_menu['values']=(

'Auto Select',

)

from\_menu.place(x=200,y=350) from\_menu.current(0)

b=tk.StringVar() to\_menu=ttk.Combobox(textWindow,textvariable=b,width=20,state='randomly'

,font=('verdana',10,'bold'))

to\_menu['values']=langlist to\_menu.place(x=650,y=357) to\_menu.current(0)

text\_entry1=Text(textWindow,width=20,height=7,borderwidth=5,relief=RIDG E,font=('verdana',15))

text\_entry1.place(x=200,y=420)

text\_entry2=Text(textWindow,width=20,height=7,borderwidth=5,relief=RIDG E,font=('verdana',15))

text\_entry2.place(x=650,y=420)

text\_entry3=Text(textWindow,width=10,height=0,borderwidth=1,relief=RIDG E,font=('verdana',15))

text\_entry3.place(x=860,y=620)

def clear():

text\_entry1.delete(1.0,'end') text\_entry2.delete(1.0,'end')

print(type(text\_entry1))

def translate():

lang1=text\_entry1.get(1.0,'end') cl=to\_menu.get()

if lang1=="":

messagebox.showerror('textWindow','Enter the text to translate') else:

text\_entry2.delete(1.0,'end') translator=Translator() output=translator.translate(lang1,dest=cl) text\_entry2.insert('end',output.text)

def save\_text(): text=text\_entry2.get(1.0,'end') name=str(text\_entry3.get(1.0,'end')) a=""

for i in name: if i!="\n":

a=a+i

with open(a,"w",encoding='utf-8',errors='ignore')as f: f.write(text)

f.close() def audio():

texts=str(text\_entry2.get(1.0,'end')) al=to\_menu.get()

for i,j in langdict.items(): if j==al:

speak\_lang=i audio=gTTS(text=texts,lang=speak\_lang,slow=False) audio.save("translated.mp3")

os.system("start translated.mp3")

translate\_btn=Button(textWindow,command=translate,text="Translate",relief= RAISED,borderwidth=2,width=10,font=('verdana',10,'bold'),bg='#248aa2',fg=' white',cursor="hand2").place(x=510,y=500)

clear\_btn=Button(textWindow,command=clear,text="Clear",relief=RAISED,bo rderwidth=2,width=10,font=('verdana',10,'bold'),bg='#248aa2',fg='white',cursor

="hand2").place(x=510,y=530)

save\_btn=Button(textWindow,command=save\_text,text="Save",relief=RAISE D,borderwidth=2,width=10,font=('verdana',10,'bold'),bg='#248aa2',fg='white',c ursor="hand2").place(x=750,y=620)

audio\_btn=Button(textWindow,command=audio,text="Audio",relief=RAISED, borderwidth=2,width=10,font=('verdana',10,'bold'),bg='#248aa2',fg='white',curs or="hand2").place(x=750,y=650)

def speechWindow(): speechWindow=Toplevel(root) speechWindow.title('Language Translator') speechWindow.geometry('1080x720')

frame3=Frame(speechWindow,width=1080,height=720,relief=RIDGE,borderwi dth=5,bg='#00FFFF')

frame3.place(x=0,y=0)

frame2=Frame(speechWindow,width=1080,height=720,relief=RIDGE,borderwi dth=5,bg='#00FFFF')

frame2.place(x=0,y=0)

l1=Label(speechWindow,text='Language Translator',font=("ArialGreek 20 bold"),bg='#00FFFF',justify="center")

l1.place(x=390,y=160) l2=Label(speechWindow,text='Under Speech Source

Category',font=("ArialGreek 15"),bg='#00FFFF') l2.place(x=400,y=220)

l3=Label(speechWindow,text='From Language',font=("ArialGreek 10"),bg='#00FFFF')

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text\_entry3=Text(speechWindow,width=10,height=0,borderwidth=1,relief=RID GE,font=('verdana',15))

text\_entry3.place(x=860,y=620)

def listen(): r=s\_r.Recognizer()

mic=s\_r.Microphone(device\_index=1) with mic as source:

print('say') auido=r.listen(source,phrase\_time\_limit=5)

al=from\_menu.get()

for i,j in langdict.items(): if j==al:

listen\_lang=i text=r.recognize\_google(auido,language=listen\_lang) text\_entry1.delete(1.0,'end') text\_entry1.insert('end',text)

def translate():

lang1=text\_entry1.get(1.0,'end') cl=to\_menu.get()

if lang1=="":

messagebox.showerror('textWindow','Enter the text to translate')

else:

text\_entry2.delete(1.0,'end') translator=Translator() output=translator.translate(lang1,dest=cl) text\_entry2.insert('end',output.text)

def clear():

text\_entry1.delete(1.0,'end') text\_entry2.delete(1.0,'end')

def save\_text(): text=text\_entry2.get(1.0,'end') name=str(text\_entry3.get(1.0,'end')) a=""

for i in name: if i!="\n":

a=a+i

with open(a,"w",encoding='utf-8',errors='ignore')as f: f.write(text)

f.close() def audio():

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listen\_btn=Button(speechWindow,command=listen,text="Say",relief=RAISED, borderwidth=2,width=10,font=('verdana',10,'bold'),bg='#248aa2',fg='white',curs or="hand2").place(x=200,y=620)

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audio\_btn=Button(speechWindow,text="Audio",command=audio,relief=RAISE D,borderwidth=2,width=10,font=('verdana',10,'bold'),bg='#248aa2',fg='white',c ursor="hand2").place(x=750,y=650)

textSourcebtn=Button(text="TEXT",width=20,height=0,command=textWindow

).place(x=450,y=360) speechSourcebtn=Button(text="SPEECH",width=20,height=0,command=speec hWindow).place(x=450,y=390)

root.mainloop()