Tracing Shadows :

```
import 'package:flutter/material.dart';
import 'package:flutter_tts/flutter_tts.dart';

void main() {
  runApp(TextToBrailleApp());
}

class TextToBrailleApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      title: 'Text to Braille',
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: BrailleConverterScreen(),
    );
  }
}

class BrailleConverterScreen extends StatefulWidget {
  @override
  _BrailleConverterScreenState createState() => _BrailleConverterScreenState();
}

class _BrailleConverterScreenState extends State<BrailleConverterScreen> {
  TextEditingController textController = TextEditingController();
  String brailleOutput = "";
  FlutterTts flutterTts = FlutterTts();

  // Basic Text-to-Braille conversion
  String convertToBraille(String input) {
    Map<String, String> brailleMap = {
      "a": "⠁", "b": "⠃", "c": "⠉", "d": "⠙", "e": "⠑",
      "f": "⠋", "g": "⠛", "h": "⠓", "i": "⠊", "j": "⠚",
      "k": "⠅", "l": "⠇", "m": "⠍", "n": "⠝", "o": "⠕",
      "p": "⠏", "q": "⠟", "r": "⠗", "s": "⠎", "t": "⠞",
      "u": "⠥", "v": "⠧", "w": "⠺", "x": "⠭", "y": "⠽", "z": "⠵",
      " ": " ", ".": "⠲", ",": "⠂", "?": "⠦", "!": "⠖"
    };
```

```
    return input.toLowerCase().split('').map((char) => brailleMap[char] ?? char).join('');
  }

  // Convert text to Braille & Speak
  void convertAndSpeak() {
    setState(() {
      brailleOutput = convertToBraille(textController.text);
    });
    flutterTts.speak(textController.text); // Speak input text
  }
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(title: Text("Text to Braille Converter")),
      body: Padding(
        padding: EdgeInsets.all(20),
        child: Column(
          children: [
            TextField(
              controller: textController,
              decoration: InputDecoration(labelText: "Enter Text"),
            ),
            SizedBox(height: 20),
            ElevatedButton(
              onPressed: convertAndSpeak,
              child: Text("Convert to Braille & Speak"),
            ),
            SizedBox(height: 20),
            Text(
              "Braille Output:",
              style: TextStyle(fontSize: 18, fontWeight: FontWeight.bold),
            ),
            SizedBox(height: 10),
            Text(
              brailleOutput,
              style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold),
            ),
          ],
        ),
      ),
    );
  }
}
```