

```
package com.example.spootts
```

```
import androidx.appcompat.app.AppCompatActivity
```

```
import android.os.Bundle
```

```
import android.os.PersistableBundle
```

```
import android.speech.tts.TextToSpeech
```

```
import android.util.Log
```

```
import java.util.*
```

```
import kotlinx.android.synthetic.main.activity_main.*
```

```
import org.w3c.dom.Text
```

```
class MainActivity: AppCompatActivity(), TextToSpeech.OnInitListener {
```

```
    private var textToSpeech: TextToSpeech? = null
```

```
    override fun onCreate(savedInstanceState: Bundle?) {
```

```
        super.onCreate(savedInstanceState)
```

```
        setContentView(R.layout.activity_main)
```

```
        textToSpeechButton.isEnabled=false
```

```
        textToSpeech= TextToSpeech(this,this)
```

```
        textToSpeechButton.setOnClickListener{
```

```
            convertToSpeech() }
```

```
    }
```

```
    override fun onInit(status: Int){
```

```
        if(status==TextToSpeech.SUCCESS){
```

```
            val result = textToSpeech?.setLanguage(Locale.US)
```

```
            if(result==TextToSpeech.LANG_MISSING_DATA ||  
result==TextToSpeech.LANG_NOT_SUPPORTED){
```

```
                Log.e("TTS","Language specified NOT SUPPORTED")
```

```
            }
```

```
        else{
```

```
            textToSpeechButton.isEnabled=true
```

```
        }
```

```

    }
    else{
        Log.e("TTS","Initialisation Failed")
    }
}

private fun convertToSpeech(){
    val text=textInput.text.toString()
    textToSpeech?.speak(text,TextToSpeech.QUEUE_FLUSH,null,"")
}

public override fun onDestroy(){
    if(textToSpeech==null){
        textToSpeech?.stop()
        textToSpeech?.shutdown()
    }
    super.onDestroy()
}
}

```

****for button and textinputlayout we need to apply style**