PRACTICAL-10

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**Q10. Create an android app that will take input as text and add a button, when clicking on button it should read inserted text.**

# Activity\_main.xml:

# <?xml version="1.0" encoding="utf-8"?>

# <LinearLayout 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"

# android:orientation="vertical" tools:context=".MainActivity">

# <TextView android:id="@+id/fstTxt"

# android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:layout\_marginLeft="100dp" android:layout\_marginTop="150dp" android:text="Enter Text to Speak"/>

# <EditText android:id="@+id/txtSpeak"

# android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:layout\_marginLeft="100dp" android:ems="10"/>

# <Button android:id="@+id/btnSpeech"

# android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:layout\_marginLeft="100dp" android:text="Speak" />

# </LinearLayout>

# MainActivity.java:

# package com.example.androidprac10;

# import androidx.appcompat.app.AppCompatActivity;

# import android.os.Build;

# import android.os.Bundle;

# import android.speech.tts.TextToSpeech;

# import android.util.Log; import android.view.View; import android.widget.Button;

# import android.widget.EditText;

# import java.util.Locale;

# public class MainActivity extends AppCompatActivity implement TextToSpeech.OnInitListener{

# Button speakBtn; EditText speakText;

# TextToSpeech textToSpeech; @Override

# protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity\_main);

# speakText = (EditText) findViewById(R.id.txtSpeak); speakBtn = (Button)findViewById(R.id.btnSpeech); textToSpeech = new TextToSpeech(this, this); speakBtn.setOnClickListener(new View.OnClickListener() {

# @Override

# public void onClick(View v) { texttoSpeak();

# }

# });

# }

# @Override

# public void onInit(int status) {

# if (status == TextToSpeech.SUCCESS) {

# int result = textToSpeech.setLanguage(Locale.US);

# if (result == TextToSpeech.LANG\_MISSING\_DATA || result == TextToSpeech.LANG\_NOT\_SUPPORTED) {

# Log.e("error", "This Language is not supported");

# } else {

# texttoSpeak();

# }

# } else {

# Log.e("error", "Failed to Initialize");

# }

# }

# @Override

# public void onDestroy() {

# if (textToSpeech != null) { textToSpeech.stop(); textToSpeech.shutdown();

# }

# super.onDestroy();

# }

# private void texttoSpeak() {

# String text = speakText.getText().toString(); if ("".equals(text)) {

# text = "Please enter some text to speak.";

# }

# if (Build.VERSION.SDK\_INT >= Build.VERSION\_CODES.LOLLIPOP) {

# textToSpeech.speak(text, TextToSpeech.QUEUE\_FLUSH, null, null);

# }

# else {

# textToSpeech.speak(text, TextToSpeech.QUEUE\_FLUSH, null);

# }

# }

# }

# 

# OUTPUT:

# 