DATE:10/5/2024

AIM:-

Develop an android application to perform Speech to Text.

PROCEDURE:-

Step 1: Create a new Android Project.

Step 2: Add required permissions.

Step 3: Design the user interface.

Step 4: Implement speech to text functionality.

Step 5: Handle errors and permissions.

Step 6: Test the application.

Step 7: Optimize and refine.

PRGRAM CODE:-

AndroidManifest.xml:

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"

package="com.example.speechtotext">

<uses-permission android:name="android.permission.RECORD_AUDIO" />

<uses-permission android:name="android.permission.INTERNET" />

<application
    android:allowBackup="true"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"</pre>
```

```
android:roundIcon="@mipmap/ic_launcher_round"
    android:supportsRtl="true"
    android:theme="@style/AppTheme">
    <activity android:name=".MainActivity">
       <intent-filter>
         <action android:name="android.intent.action.MAIN" />
         <category android:name="android.intent.category.LAUNCHER" />
       </intent-filter>
    </activity>
  </application>
</manifest>
activity_main.xml:
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout width="match parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <Button
    android:id="@+id/buttonRecord"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:text="Record"
```

```
android:layout centerHorizontal="true"
    android:layout marginTop="16dp" />
  <TextView
    android:id="@+id/textViewResult"
    android:layout below="@id/buttonRecord"
    android:layout_width="wrap_content"
    android:layout height="wrap content"
    android:layout marginTop="16dp"
    android:text="Result:"
    android:textSize="18sp"
    android:textStyle="bold" />
</RelativeLayout>
MainActivity.kt:
package com.example.speechtotext
import android.content.Intent
import android.speech.RecognizerIntent
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.speech.RecognitionListener
import android.speech.SpeechRecognizer
import android.widget.Button
import android.widget.TextView
import java.util.*
```

```
class MainActivity : AppCompatActivity() {
  private lateinit var buttonRecord: Button
  private lateinit var textViewResult: TextView
  private lateinit var speechRecognizer: SpeechRecognizer
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity main)
    buttonRecord = findViewById(R.id.buttonRecord)
    textViewResult = findViewById(R.id.textViewResult)
    speechRecognizer = SpeechRecognizer.createSpeechRecognizer(this)
    buttonRecord.setOnClickListener {
      startSpeechToText()
    }
    speechRecognizer.setRecognitionListener(object : RecognitionListener {
      override fun onReadyForSpeech(params: Bundle?) {}
      override fun onBeginningOfSpeech() {}
      override fun onRmsChanged(rmsdB: Float) {}
      override fun onBufferReceived(buffer: ByteArray?) {}
      override fun onEndOfSpeech() {}
      override fun onError(error: Int) {}
      override fun onResults(results: Bundle?) {
         val matches =
results?.getStringArrayList(SpeechRecognizer.RESULTS RECOGNITION)
```

```
if (matches != null) {
           val result = matches[0]
           textViewResult.text = "Result: $result"
      override fun onPartialResults(partialResults: Bundle?) {}
      override fun onEvent(eventType: Int, params: Bundle?) {}
    })
  private fun startSpeechToText() {
    val intent = Intent(RecognizerIntent.ACTION RECOGNIZE SPEECH)
    intent.putExtra(RecognizerIntent.EXTRA_LANGUAGE_MODEL,
RecognizerIntent.LANGUAGE MODEL FREE FORM)
    intent.putExtra(RecognizerIntent.EXTRA LANGUAGE,
Locale.getDefault())
    speechRecognizer.startListening(intent)
  }
```

OUTPUT:-



RESULT:-

Thus to develop an android application to perform Speech to Text is implemented and executed successfully.