CONTROL ARDUINO USING SPEECH

1-Add button tome web

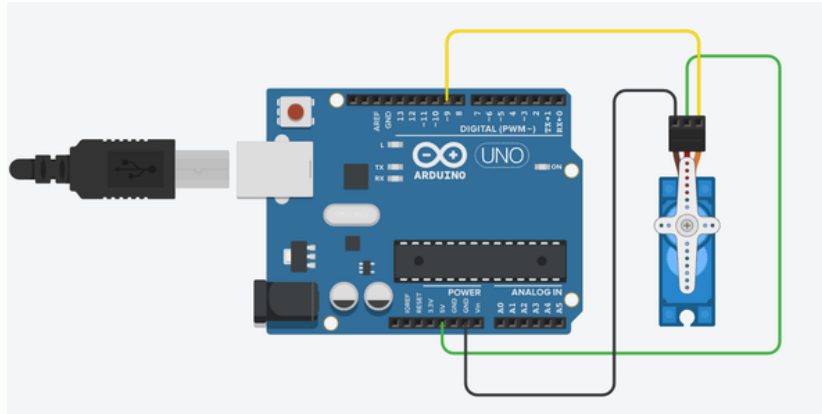## 2- Connecting the motor with arduino+code


```cpp
#include <Servo.h>
Servo myservo;
int servoPosition = 0;
const int servoPin = 9;
void setup()
{
  Serial.begin(9600);
  pinMode(LED_BUILTIN, OUTPUT);
  digitalWrite(LED_BUILTIN, HIGH);
  delay(1000);
  digitalWrite(LED_BUILTIN, LOW);
  myservo.attach(servoPin);
  myservo.write(90);=
}
void loop()
{
if (Serial.available() > 0)
{
String incomingString = Serial.readString();
Serial.print(F("Received from Serial: "));
Serial.println(incomingString);
if (incomingString.startsWith("right"))
{
Serial.println(F("Turning Right"));
for (servoPosition = 0; servoPosition <= 180; servoPosition++)
{
```

```cpp
if (Serial.available() > 0)
{
String incomingString = Serial.readString();
Serial.print(F("Received from Serial: "));
Serial.println(incomingString);
if (incomingString.startsWith("right"))
{
Serial.println(F("Turning Right"));
for (servoPosition = 0; servoPosition <= 180; servoPosition++)
{
myservo.write(servoPosition);
delay(20);
 }
 }
 else if (incomingString.startsWith("left"))
{
Serial.println(F("Turning Left"));
for (servoPosition = 180; servoPosition >= 0; servoPosition--)
{
myservo.write(servoPosition);
delay(20);}
```

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```javascript
1   document.querySelector('button').addEventListener('click', async () => {
2     // Prompt user to select any serial port.
3     const port = await navigator.serial.requestPort();
4     await port. open({baudRate:9600});
5   });
6   click_to_convert.addEventListener('click',function(){
7   var speech = true;
8   window.SpeechRecognition = window.webkitSpeechRecognition;
9   const recognition = new SpeechRecognition();
10  recognition.interimResults = true;
11  recognition.lang = 'ar';
12  recognition.addEventListener('result', e=>{
13    const transcript = Array.from(e.results)
14    .map(result =>result[0])
15    .map(result => result.transcript)
16    convert_text.innerHTML=transcript;
17    })
18    if(speech == true){
19    recognition.start();
20    }
21    })
```