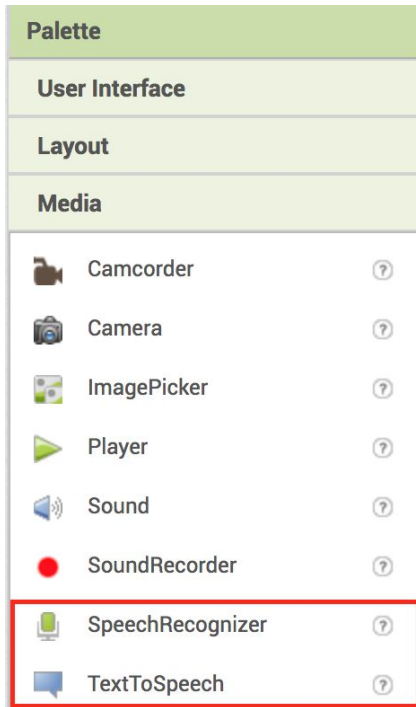


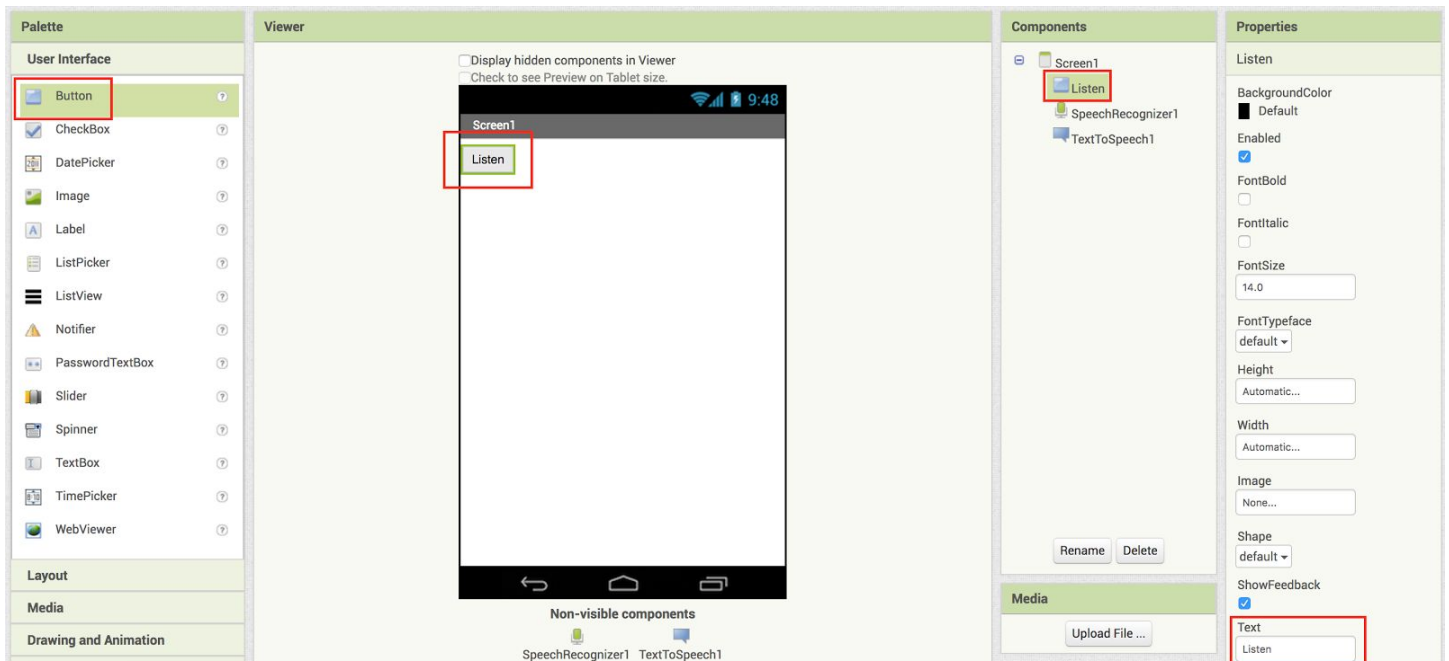
TextToSpeech and SpeechToText

With App Inventor it is really easy to make an app that talks to you! All you need is a couple of media components and a create list of phrases.

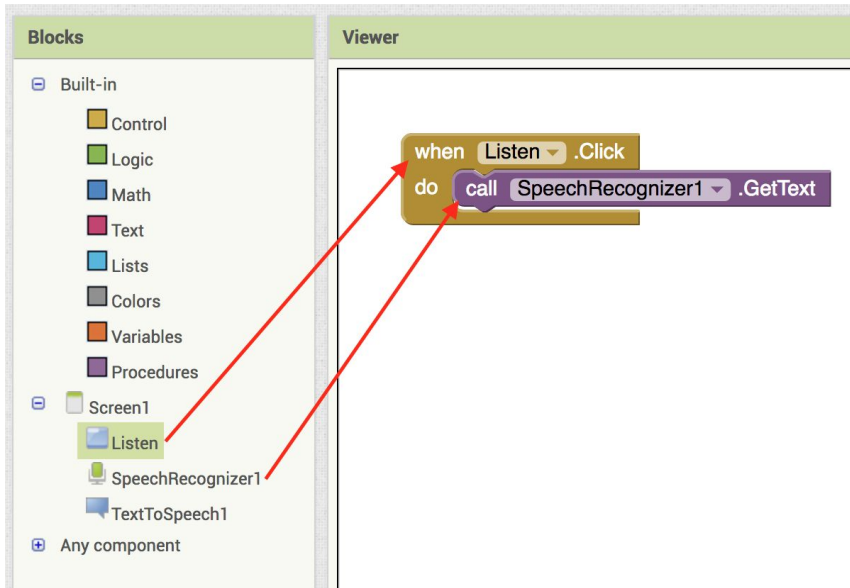
1. Go to <http://appinventor.mit.edu/>, click “Create Apps” and login to your account.
2. Click “Projects”, then “Start New Project” and name your new project “TalkToMe”.
3. Under “Palette” find the “Media” category and drag a “SpeechRecognizer” and a “TextToSpeech” component into your app.



4. Under “Input” drag a “Button” onto your screen, name it of them “Listen” and make sure that it says “Listen” on it as well:



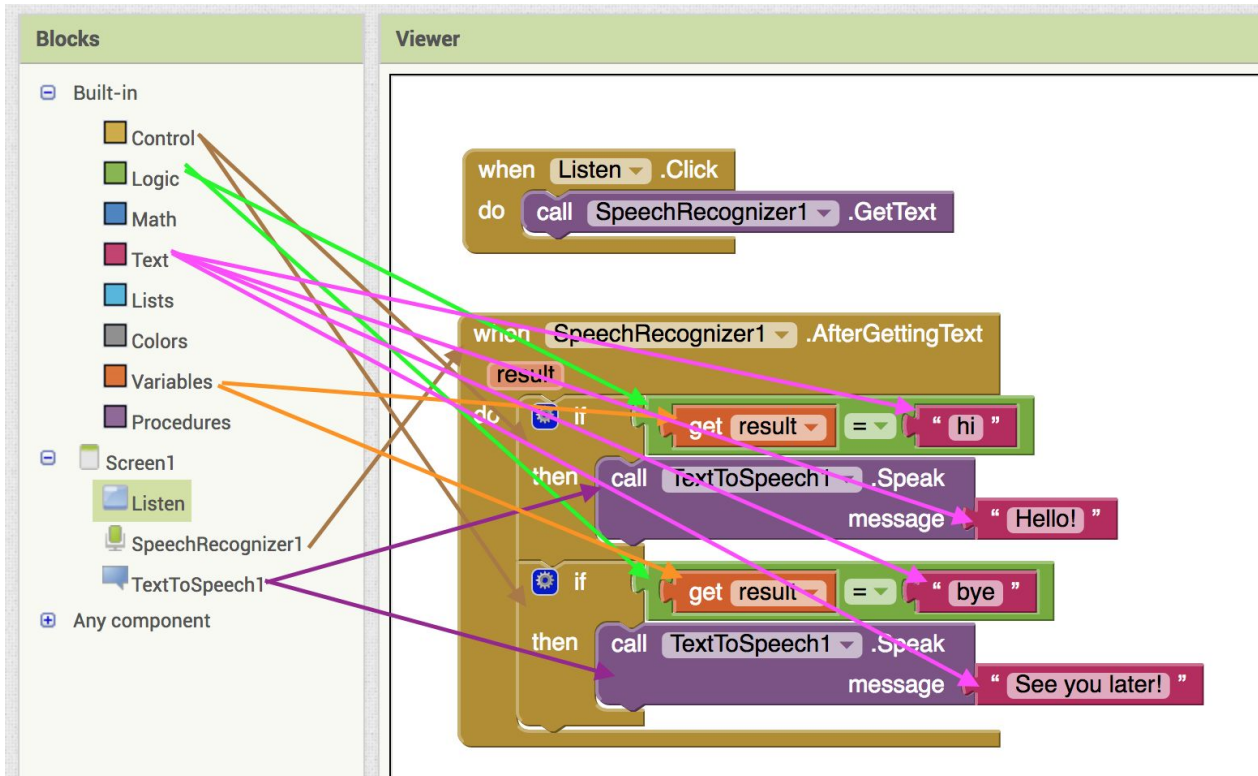
5. Go to your Coding blocks by clicking “Blocks” in the top right of your screen.
6. Write the function that will make the SpeechToText component listen to you.
 - a. Click “Listen” and drag a “when Listen.Click” block into your coding area.
 - b. Click “SpeechRecogniser1” and drag a “call SpeechRecognizer1.GetText” and drag it into the “whenListen.Click” block in your coding area.



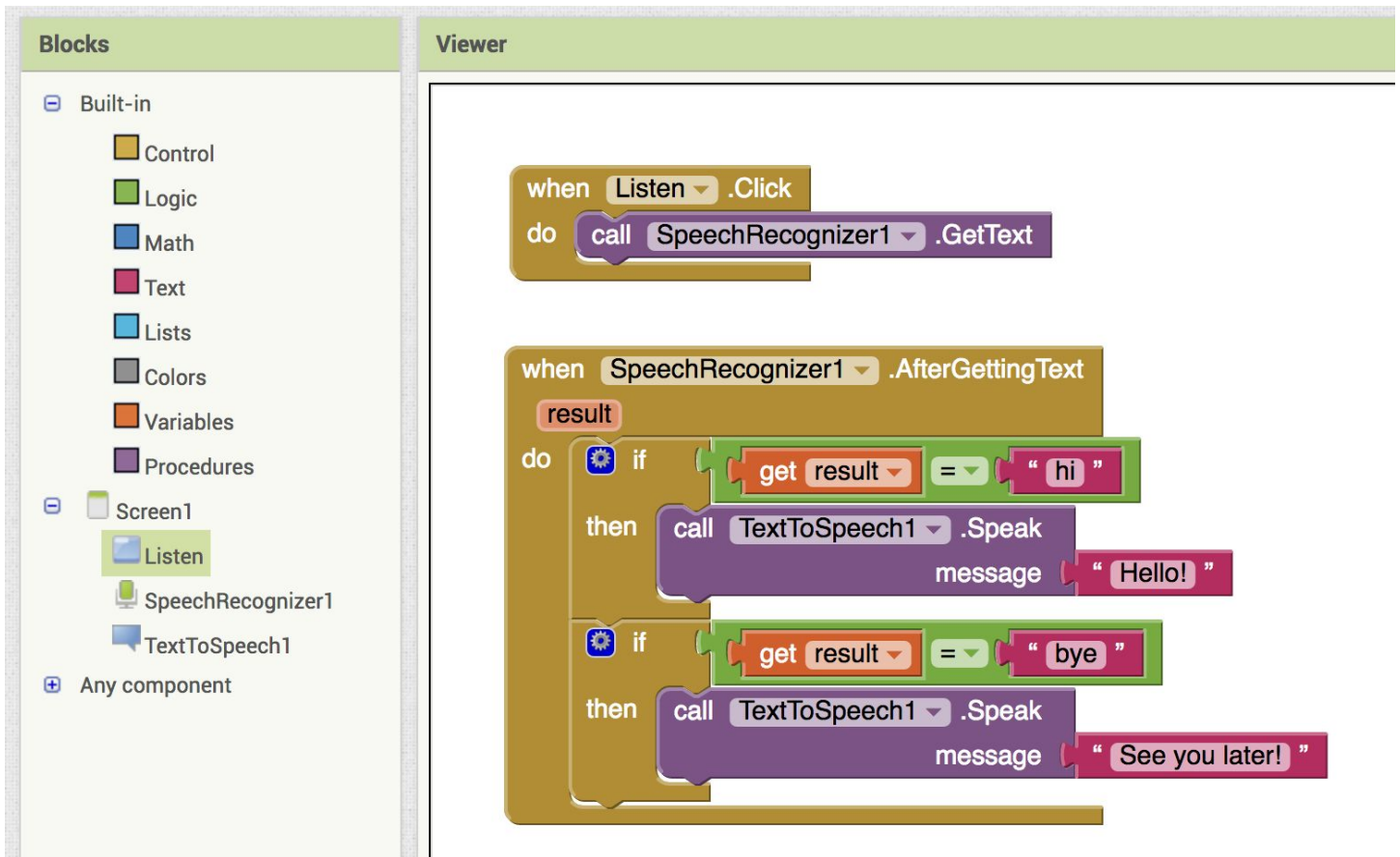
7. Write the function that will make the TextToSpeech component respond to what you said.
 - a. Under SpeechRecognizer1 drag the “when SpeechRecognizer1.AfterGettingText” block into your coding area.
 - b. Under Control drag two “if then” blocks into your “when SpeechRecognizer1.AfterGettingText” block.
 - c. Under “Logic” drag two “ = “ blocks and put one in each “if then” block.
 - d. Under “Variables” drag to “get” blocks and out one in each left side of the “ = “ blocks.
 - e. Under “Text” drag to blank blocks into each right side of the “ = “ blocks. Type “hi” in one of them and “bye” in the other.

WARNING: Make sure they are all lower case because the “TextToSpeech” function reads them in as lower case.

- f. Under “TextToSpeech1” drag a “call TextToSpeech1.Speak” block into each “if then” block.
- g. Finally, under “Text” drag two more blank blocks and put them in each “call TextToSpeech1.Speak” block, and type “Hello!” in the “hi” “if then” block and “See you later!” in the “bye” “if then” block.



8. Your final code should look like this:



9. Test out your app by running it on your Android device using the AI12 Companion or running it on your Emulator. Instructions for setting those up are here: <http://appinventor.mit.edu/explore/ai2/setup.html>