**Text To Speech and Speech to Text Conversion With Dictionary Android App**

**Abstract:**

The idea of the project is built in Windows Project. Using this project we can convert text into speech and vice versa. Converting the text which we have entered will be converted into speech and speech what we have speak will be convert into the text is done in this Project. Among the many definitions that could be given of text to speech, the one that describes it as a way of having an audibly communicate information to the user is probably the most relevant within the context of this statement. In situations where visual feedback is inadequate or even impossible, audible feedback may be an essential feature, in other situations it may just add extra value to a product. Moving further this idea can be implemented across all the browsers which we wanted to define as Future scope of the project. Along with this, we wanted to build a desktop utility to read entire/selected portion of the text for him/her. Even we want our project to support saving those selected/Entire file as wav format so that user can listen to the article whenever he/she wants instead of searching. Generally, text-to-speech provides a very valuable and flexible alternative for digital-audio recordings in cases where:

* Recordings are too expensive.
* Disk storage is insufficient to store recordings.
* The application does not know ahead of time what it will need to speak.
* The information varies too much to record and store all the alternatives.

## Project Scope

The term "Text-to-Speech and Speech-to-Text," or TTS-STT for short, refers to the process by which plain text is converted into digital audio and then "spoken" and vice versa too. This "speaking" can be in the form of actually sending the audio through a computer's speakers (or other capable device), or simply saving the converted audio for later playback.

For the most part, all TTS conversion engines can be broken out into one of three methods used to convert phonemes (the smallest phonetic unit in a language that is capable of conveying a distinction in meaning, such as the m of mat and the b of bat in English) into audible sound. The supplied Microsoft Speech engines use the second method. The three methods are described in the following paragraphs.

**Project Overview:**

The main aim of the application is when the users are searching through an article in web, we wanted someone to speak for the user instead him/ her going through entire article and vice versa that he/ she has some data/ words someone should type them as he/ she will speak. For that we wanted to build a new concept of select and speak also speak and write in IE. This is purely research and development in this area.

**Project Description:**

Text to speech program that lets you type-in any English or Spanish text and then plays it as an audio stream. Also the same program allow user to speak and convert that spoken words into the text and show them. Instantly convert desired text to MP3 file. Supported language: English

**Existing System:**

In the existing system we can read the text which is selected, but it don’t have the PDF & document reader.

**Proposed System:**

In proposed we are developing an application text to speech to read the selected text, through which we can read the PDF and Microsoft word documents.

**Modules**

* Entered Text or Selected Text to Speech conversion module
* Spoken words to Text conversion Module

**Entered Text or Selected Text to Speech**

 In this module user has to enter some text and he can listen the speech by clicking the read button .user can listen select text from entered text.

In this module we have to design GUI which provides text area to enter text and buttons like read, stop, pause and browse for giving the input file from System directories.

**Spoken words to Text conversion Module**

In this module user has to speak the words and he/ she can see that her words become the text by clicking the text button. User can get the spoken words converted into text.

In this module we have to design GUI which provides text area to enter text and buttons like read, stop, pause for giving the input words.

**HARDWARE REQUIREMENTS:**

* System : Pentium IV 2.4 GHz.
* Hard Disk : 40 GB.
* Ram : 512 Mb.

**SOFTWARE REQUIREMENTS:**

* Operating system : Windows 7
* Coding Language : Java 1.6
* Tool Kit : Android 2.2
* IDE : Eclipse kepler