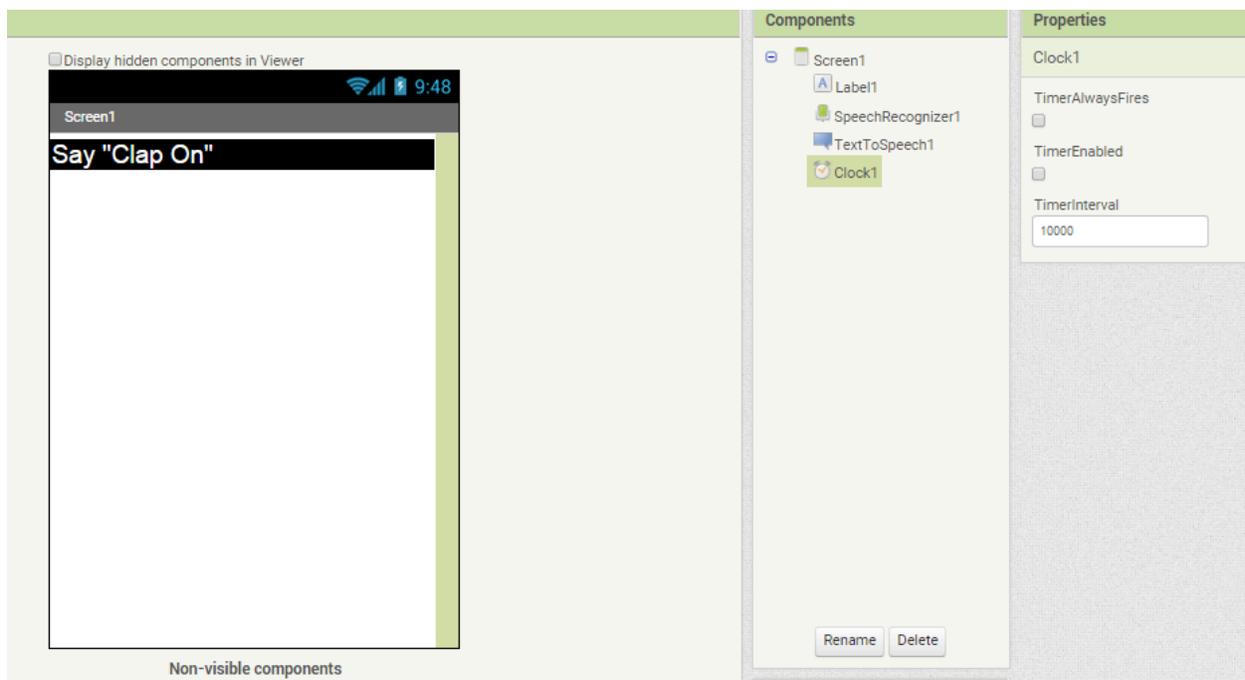# Clapper

Purpose

This is a small exercise on the Speech input and output facilities of App Inventor 2. It is based on a commercial product known as The Clapper, but it responds to spoken "Clap On" and "Clap Off" requests to light up the screen.
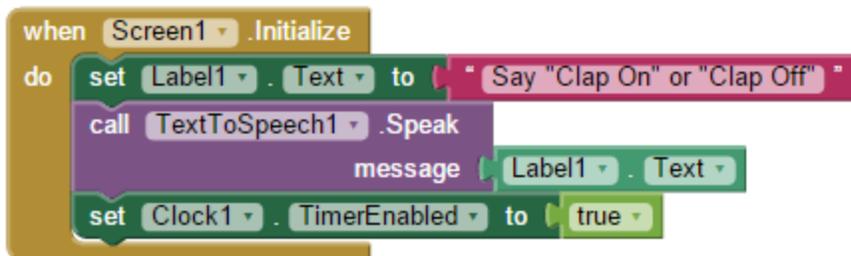

Designer

The screen has a Label for prompts. Other components include the Speech Recognizer and Text to Speech components, along with a Clock component set to 10 second disabled single shot operation.
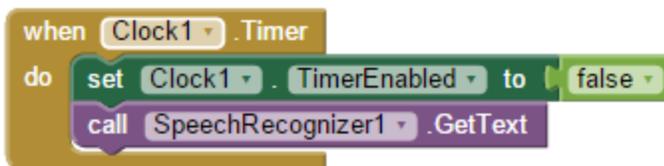
Screen1.Initialize

```
when Screen1 .Initialize
do  set Label1 . Text  to   " Say "Clap On" or "Clap Off" "
    call TextToSpeech1 .Speak
                    message   Label1 . Text
    set Clock1 . TimerEnabled  to   true
```

Clock1.Timer

```
when Clock1 .Timer
do  set Clock1 . TimerEnabled  to   false
    call SpeechRecognizer1 .GetText
```

The ten second single shot timer is there to slow down response to requests, to provide at least 10 seconds of light after turning on the light.

When SpeechRecognizer1.AfterReceiving Text
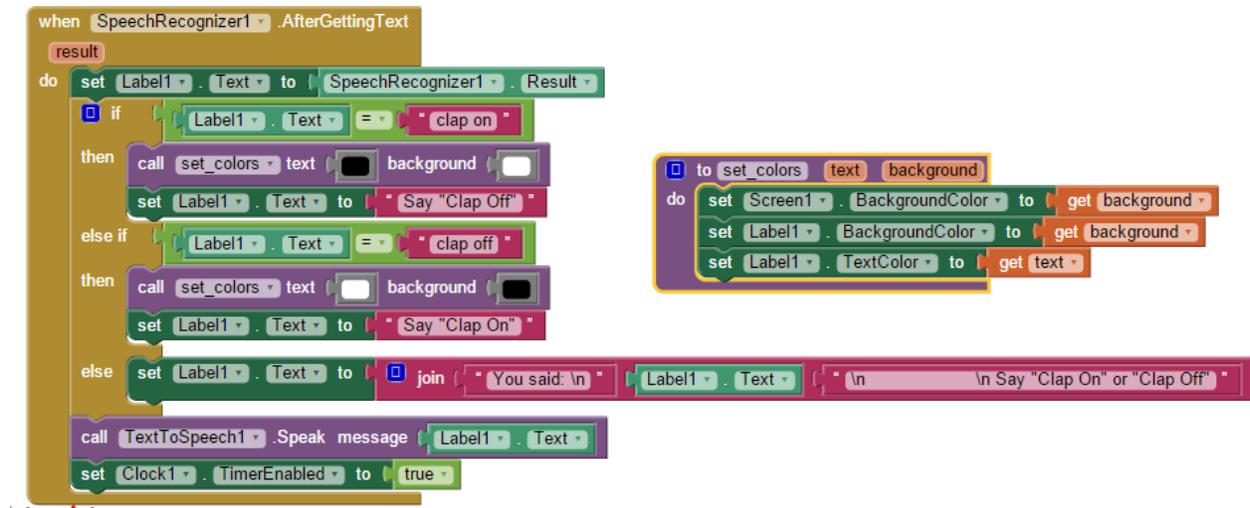
Show what we heard in Label1. The screen background and Label1 background color are set to white or black after the users says "clap on" or "clap off" respectively. If neither was said, tell the user what we heard and prompt him again.

Gallery Project

ai2.appinventor.mit.edu/?galleryId=6069097627123712

Other projects

https://docs.google.com/document/d/1acg2M5KdunKjJgM3Rxpy_Rf6vT6OozxdIWgIgbmzroA/edit?usp=sharing