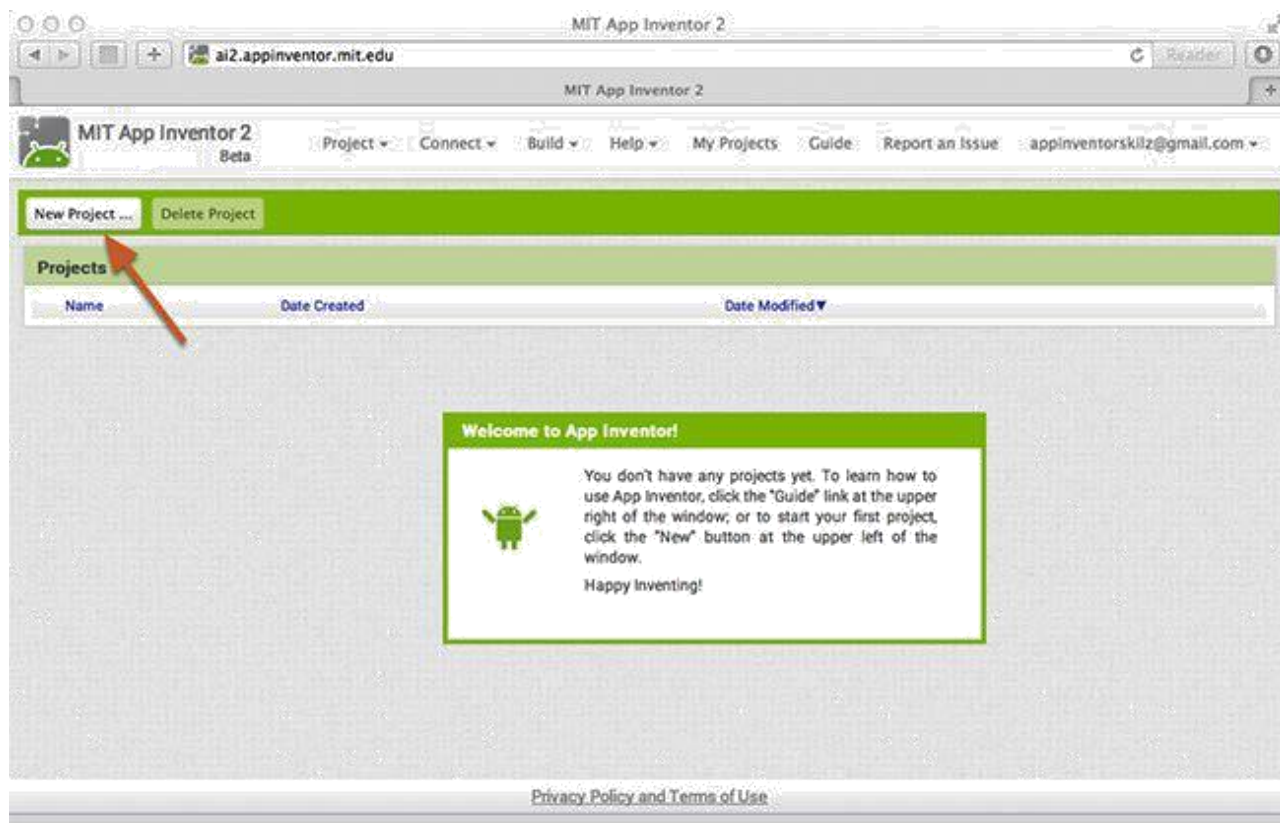
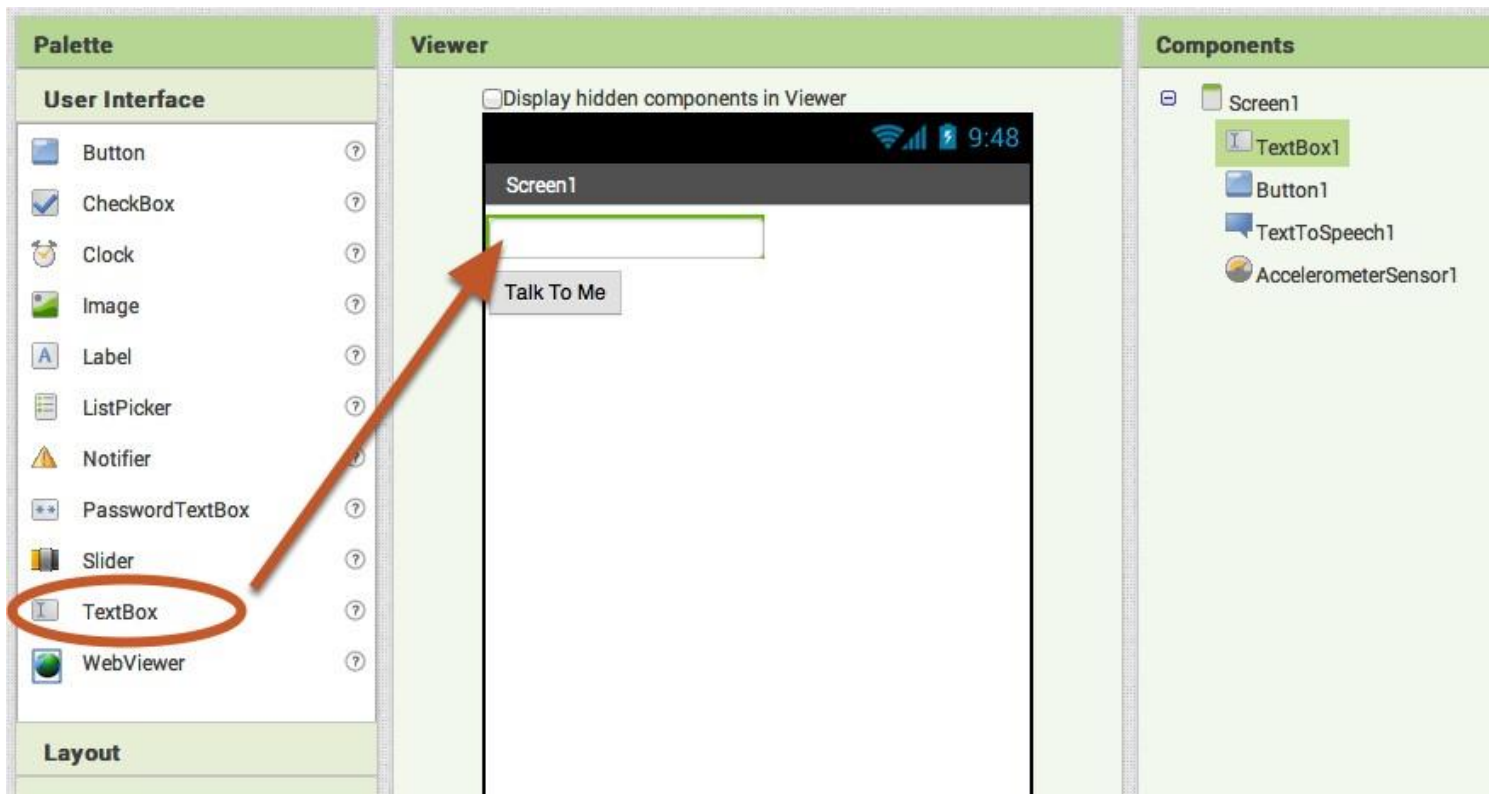


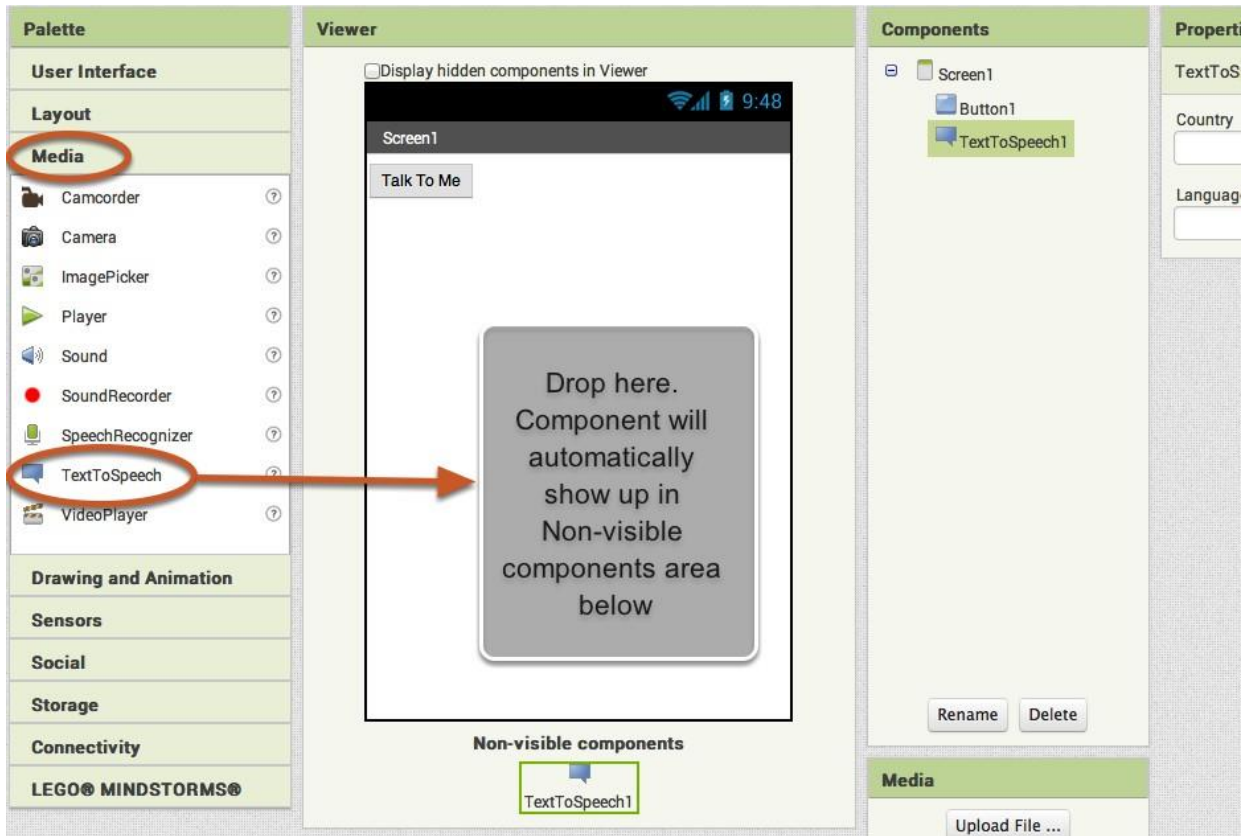
1. Start a new project.
2. Set the name to TalkToMe2.



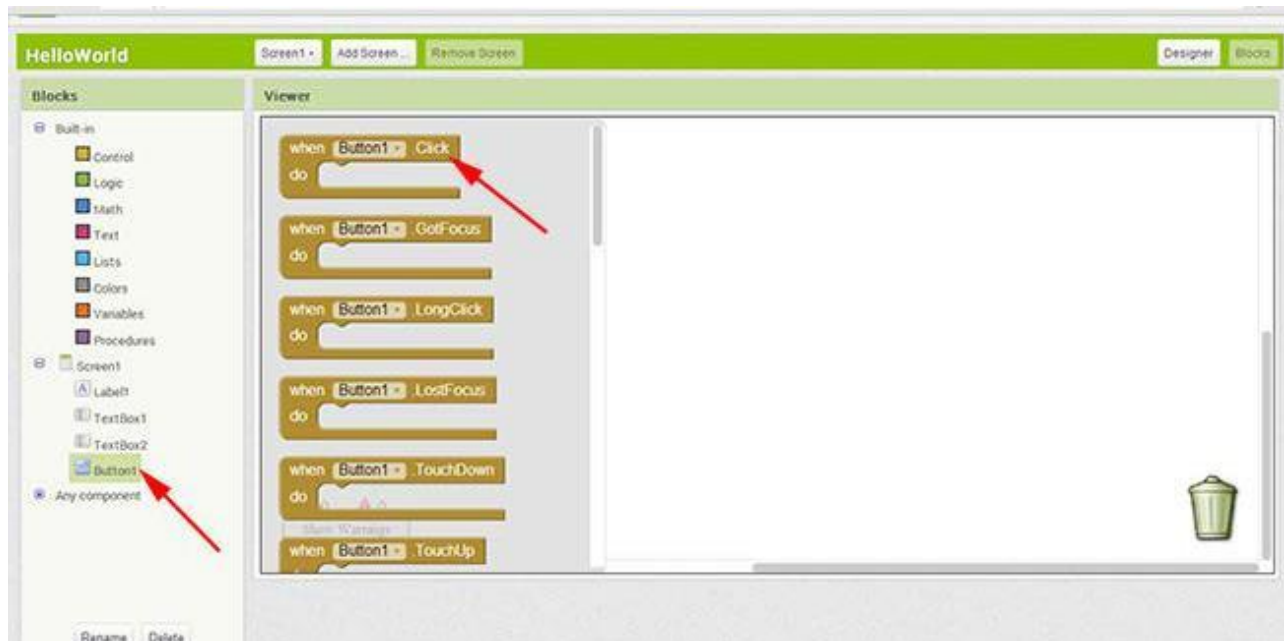
3. From the User Interface drawer, drag out a **TextBox** and also a **Button** on the screen.



4. Go to the Media drawer and drag out a TextToSpeech component. Drop it onto the Viewer. Notice that it drops down under "Non-visible components" because it is not something that will show up on the app's user interface. It's more like a tool that is available to the app.



5. Click on the **Block** .
6. Click Button1. Click Block to add the click event into the Button1 object



7. Click on the TextToSpeech drawer. Click and hold the **call TextToSpeech1.Speak** block. Drag it over to the workspace and drop it there. This is the block that will make the phone speak. Because it is inside the Button. Hence, it will run when the button on your app is click



8. Almost done! Now you just need to tell the TextToSpeech.Speak block what to say. To do that, click on the Text drawer, drag out a **TextBox.Text** block and plug it into the socket labeled "message".



Test your app!

9. *If nothing is there, it will say nothing.