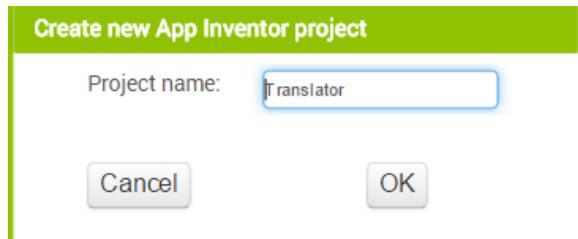


Translator

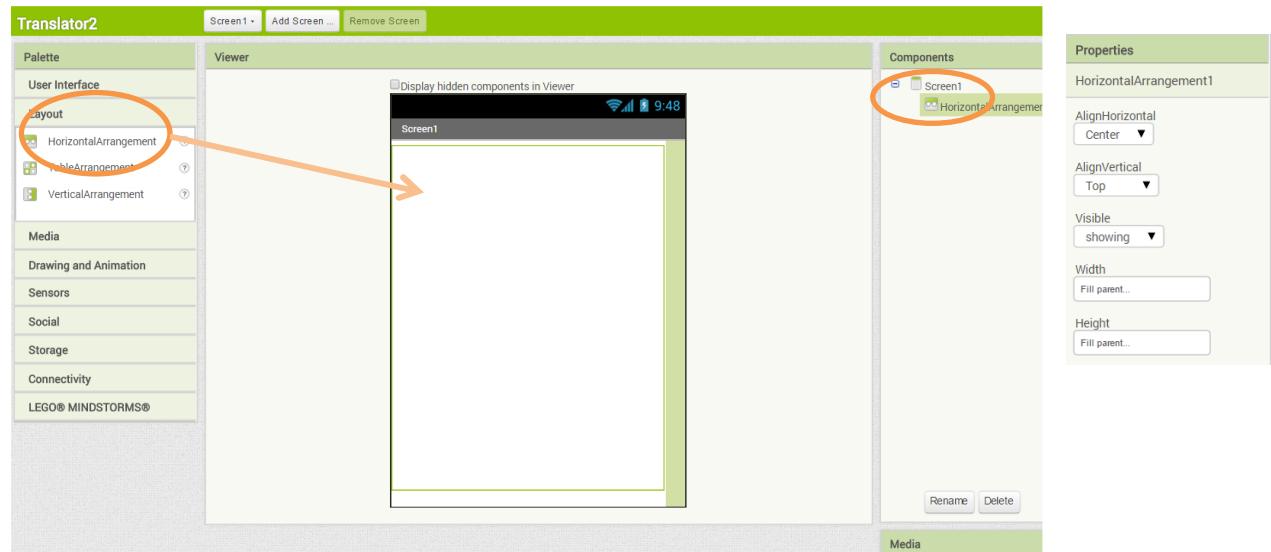
Create a new App inventor project

Call it something like "**Translator**". Remember, no spaces. But underscores are OK.

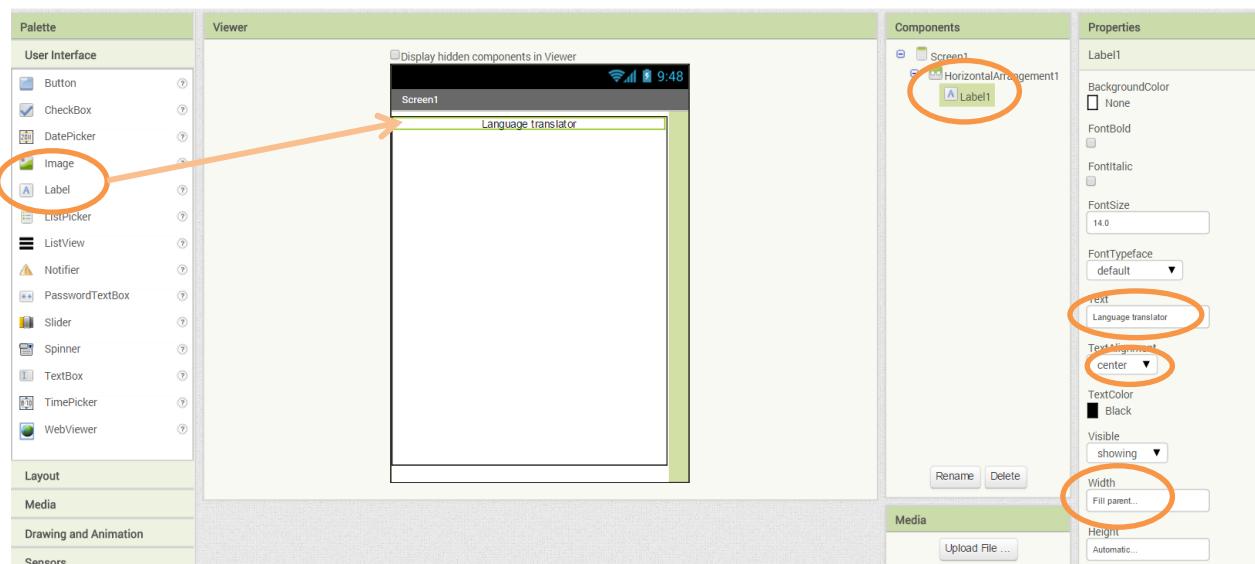


Creating the screen adding a HorizontalArrangement

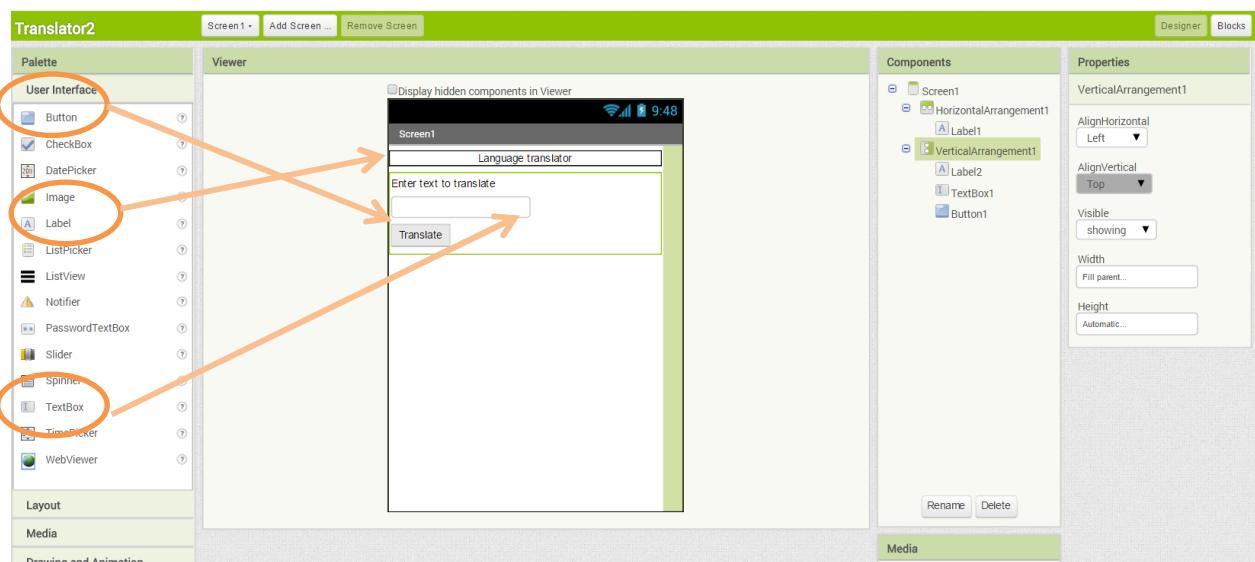
Add the following component to the screen



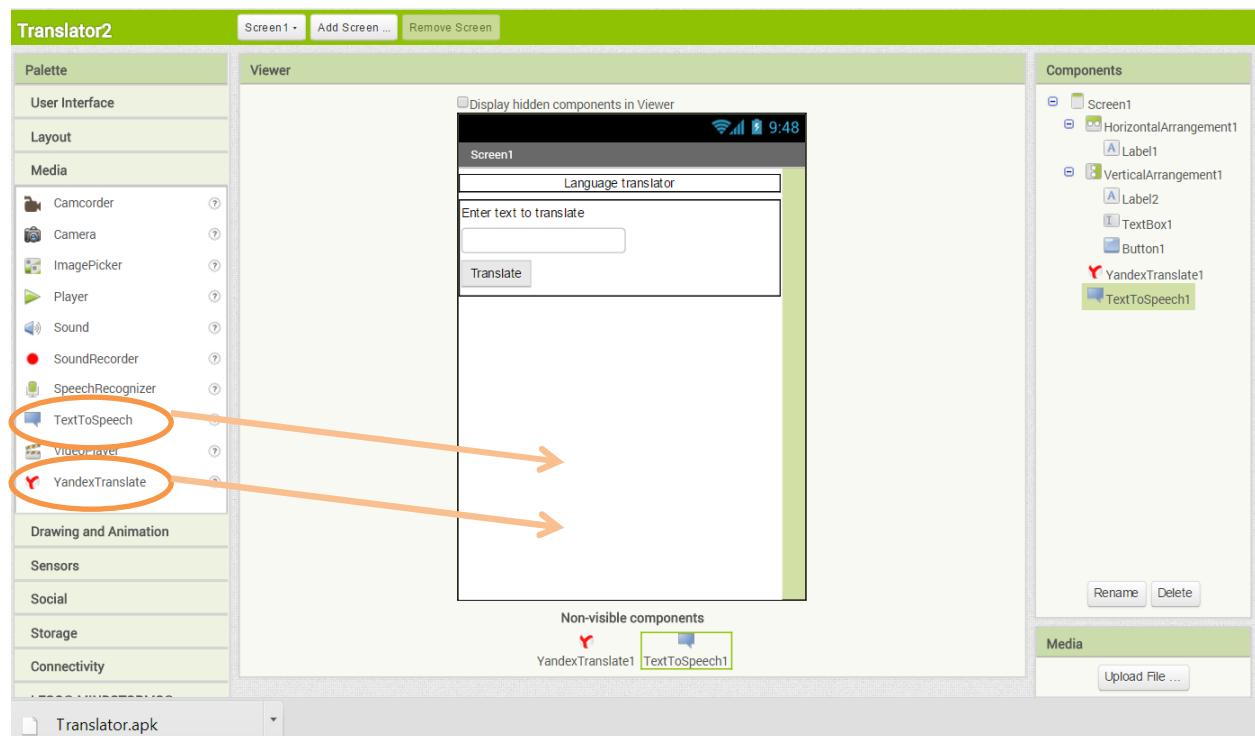
More components to add... Title label



Add a VerticalArrangement and then into that add a label, button and text box

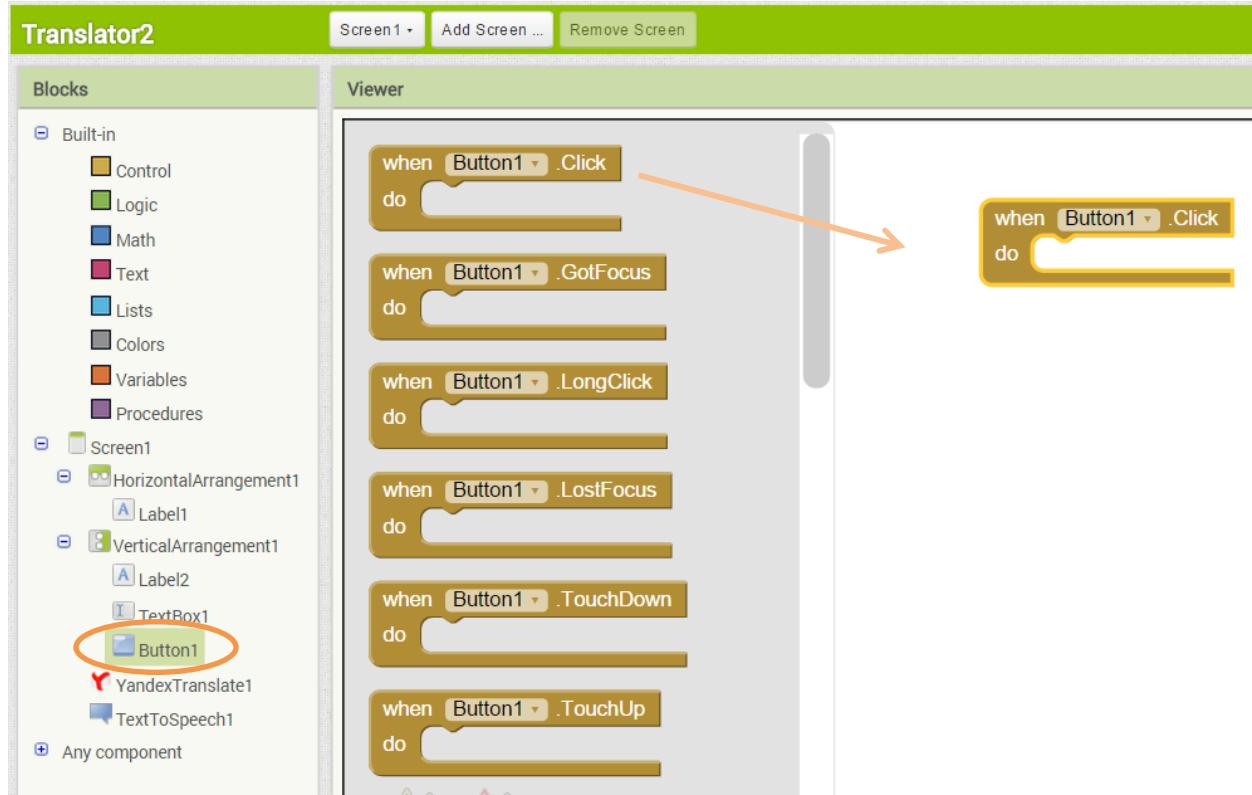


Adding the YandexTranslate and aTextToSpeech component (under the Media tab)



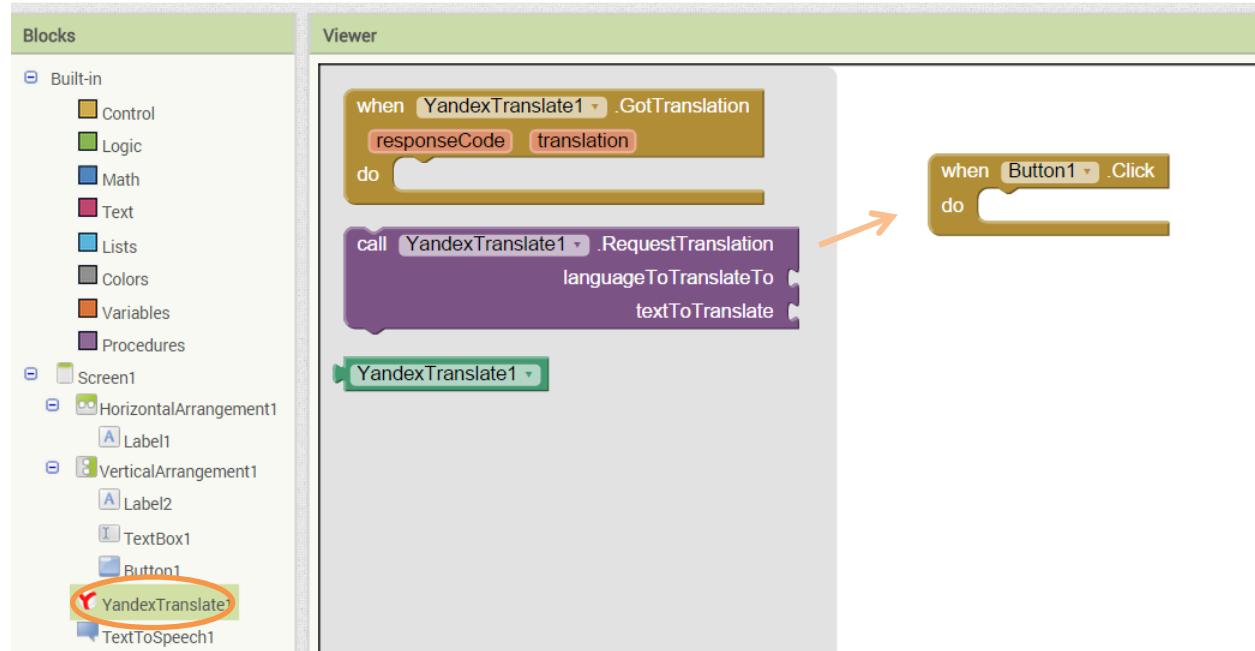
Open the blocks editor

Adding an event handler for the button click

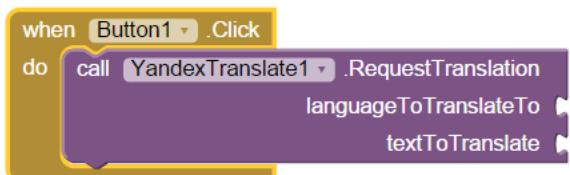


Get the translation for the text in the text box

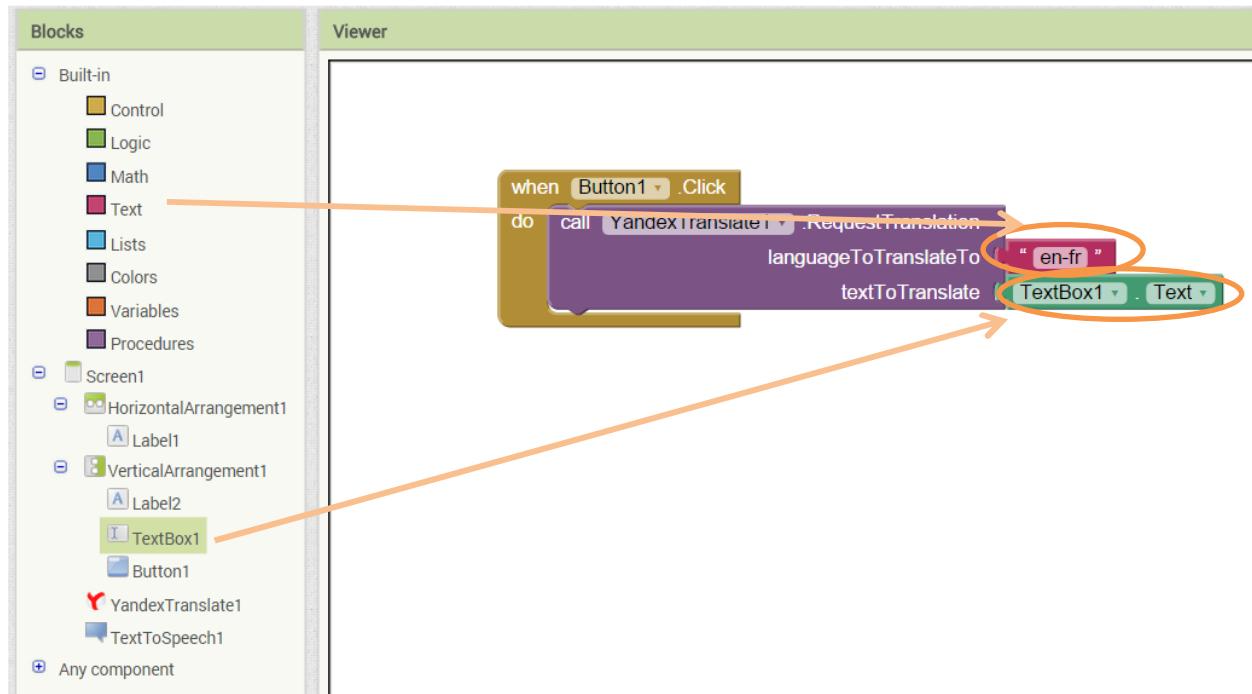
Select the Yandex component and drag out the RequestTranslation ...



Attach it to the button click event handler



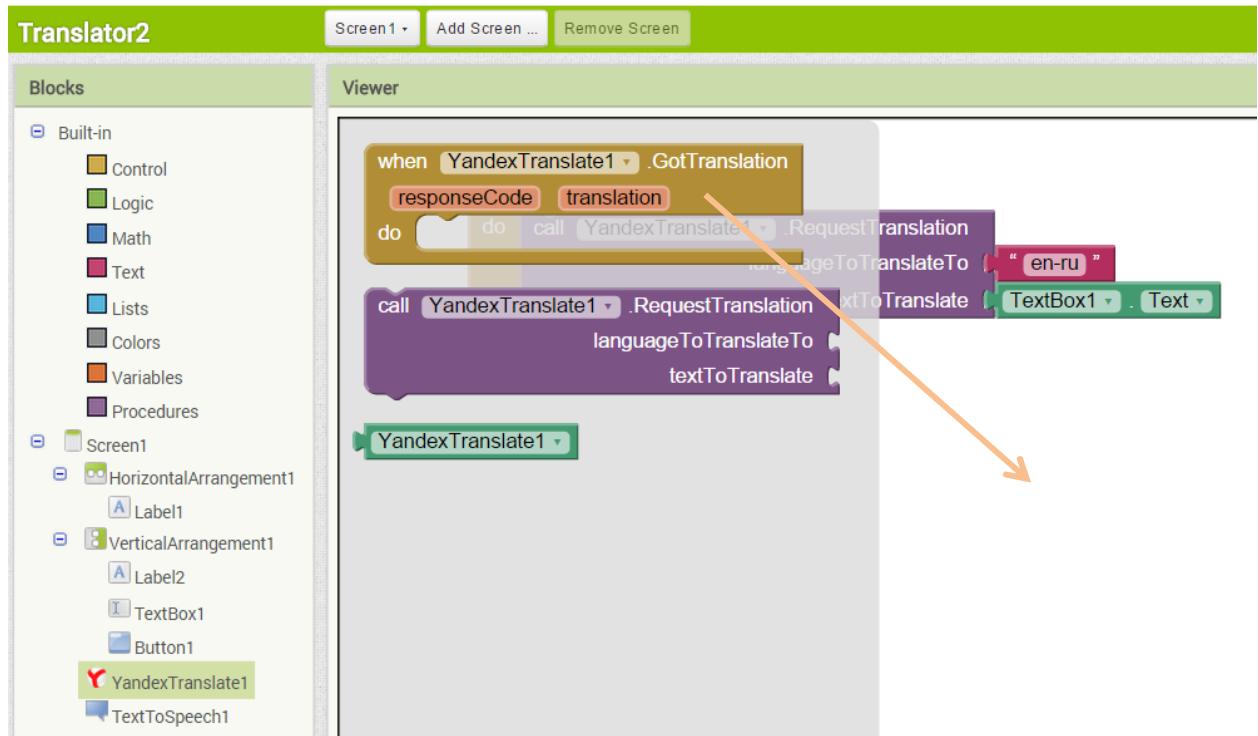
Update the event handler by adding the language to translate from and also the text to translate. We are going to take the text the user has entered in the text box.



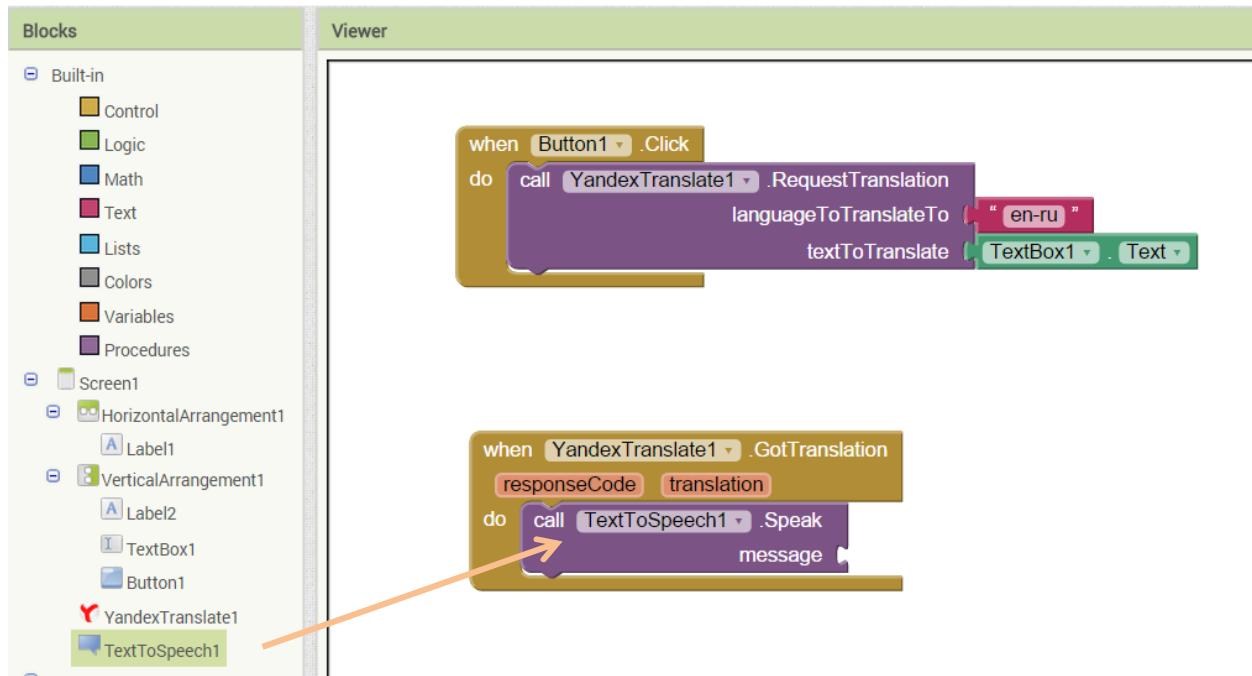
Possible values for the translation

en-fr - is English to French
es-ru- is Spanish to Russian

Now to handle the translation. Drag out the GotTranslationcomponent



Drag out the call speak component of the TextToSpeech



Then select the get translation and set as the message part of the Text To Speech call.



Test it out ..

Congratulations you have created the Translator ... can you improve it ?