Chatbots are widely used to enhance communication with humans through text or voice based interactions.

chatbot specializes in offering information about tourist spots and facilities in Andaman and Nicobar Islands.

Chatbots facilitate conversation between users and computers through messaging either text or voice.

Deep learning techniques including AI algorithms and machine learning,empower chatbots to learn from data and human conversations.

Various chatbot types exist, including AI chatbots, ML chatbots, generative chatbots, and rule-based chatbots.

AI chatbots comprehend natural language and continuously improve responses based on interactions with users.

ML chatbots learn from patterns and previous conversations, offering a more engaging interaction experience.

Generative chatbots create unique language combinations, departing from pre-defined responses.

Rule-based chatbots guide users through pre-defined paths, using a scripted approach to assist them.

The proposed system focuses on a chatbot that provides information about Andaman and Nicobar islands.The system utilizes tags, patterns, and responses from a dataset to train the chatbot.

Building the chatbot involves using neural networks, RNNs, LTSM, Keras, and Python.

The process includes three stages: preparing the data file, pre-processing the data (tokenization, padding, label encoding), and building/testing the neural network.