For this project I want to make something that resembled an AI. I created a program that makes it look like it is artificially intelligent but really the user is get tricked.

The way the program works is you ask the AI a question and it will answer the question.

To get the AI to answer a question you need to first tell it that you want to ask a question. This is where the trick comes in, over here when ‘asking to ask a question’ you actually type the answer. To access this function you type in ‘/’ after this point whatever you type in will not be displayed but it will be stored in another array that stores the answer and a different string will be displayed, this way the user does not know you are typing the answer. When you have completed typing the answer and no longer want to store to the answer string you then type ‘.’ This will then stop storing the answer into the answer string and from this point will display what you are typing.

This program can also be used to get someone to pick a card and then the program will display it. To get this to work it’s the same proess but when typing the the answer you type in e.g “sevenh”, “acea”, “kingh”, “fives”…etc this will then map to a value and display the corresponding card.

A tricky part of writing this program was display the card that the user picked, I found the using a map was the best solution. Map values and keys were read externally from a file.