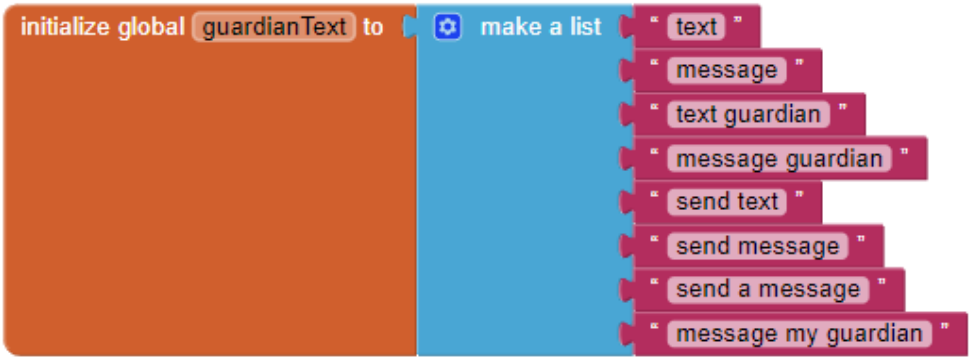
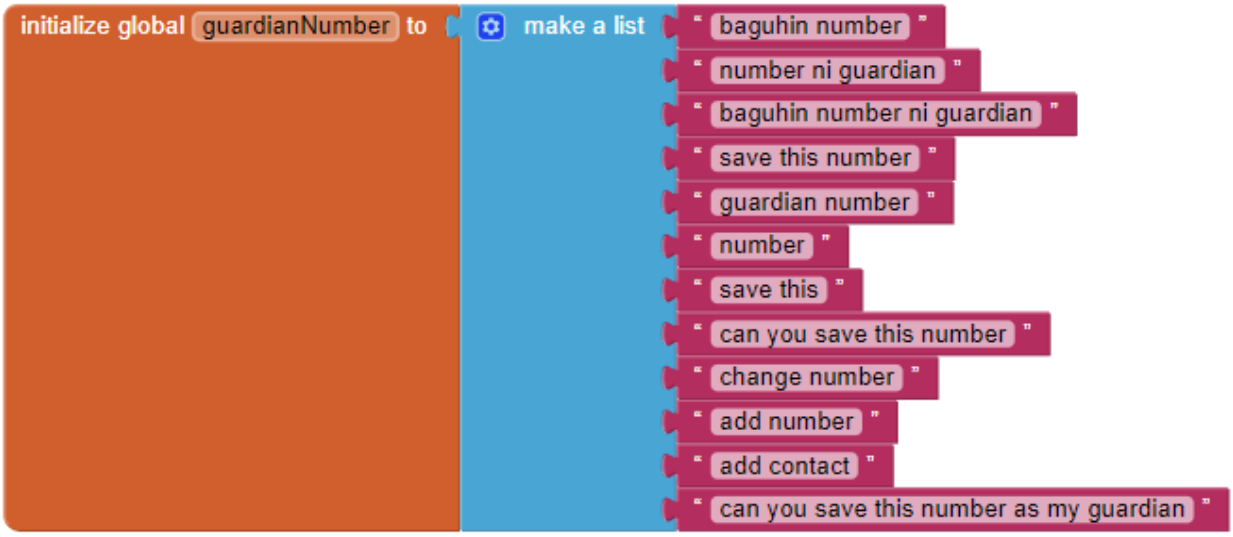
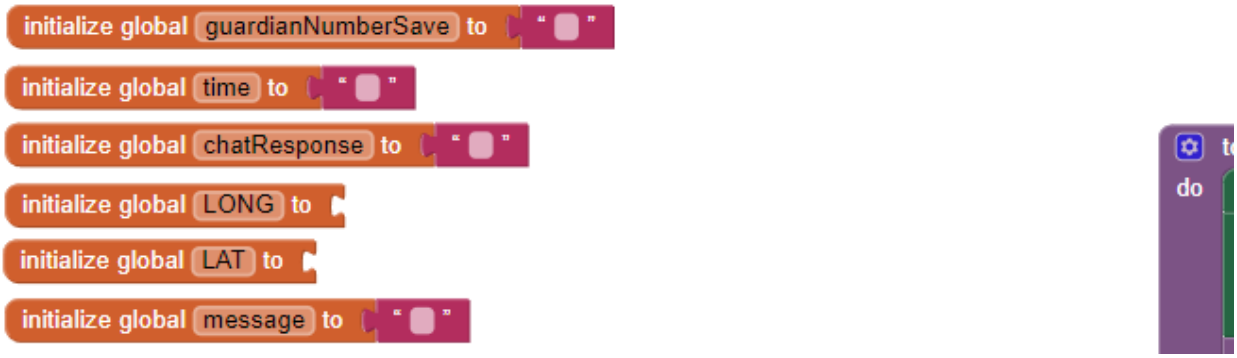
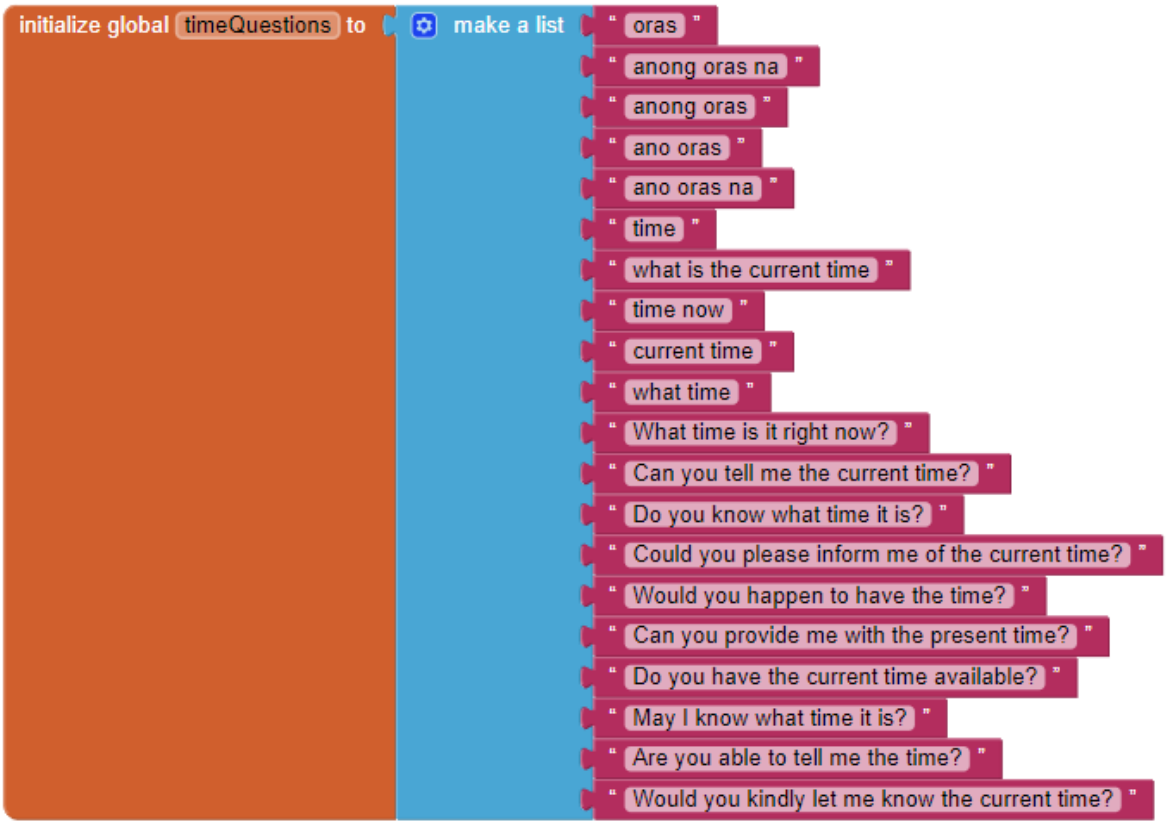
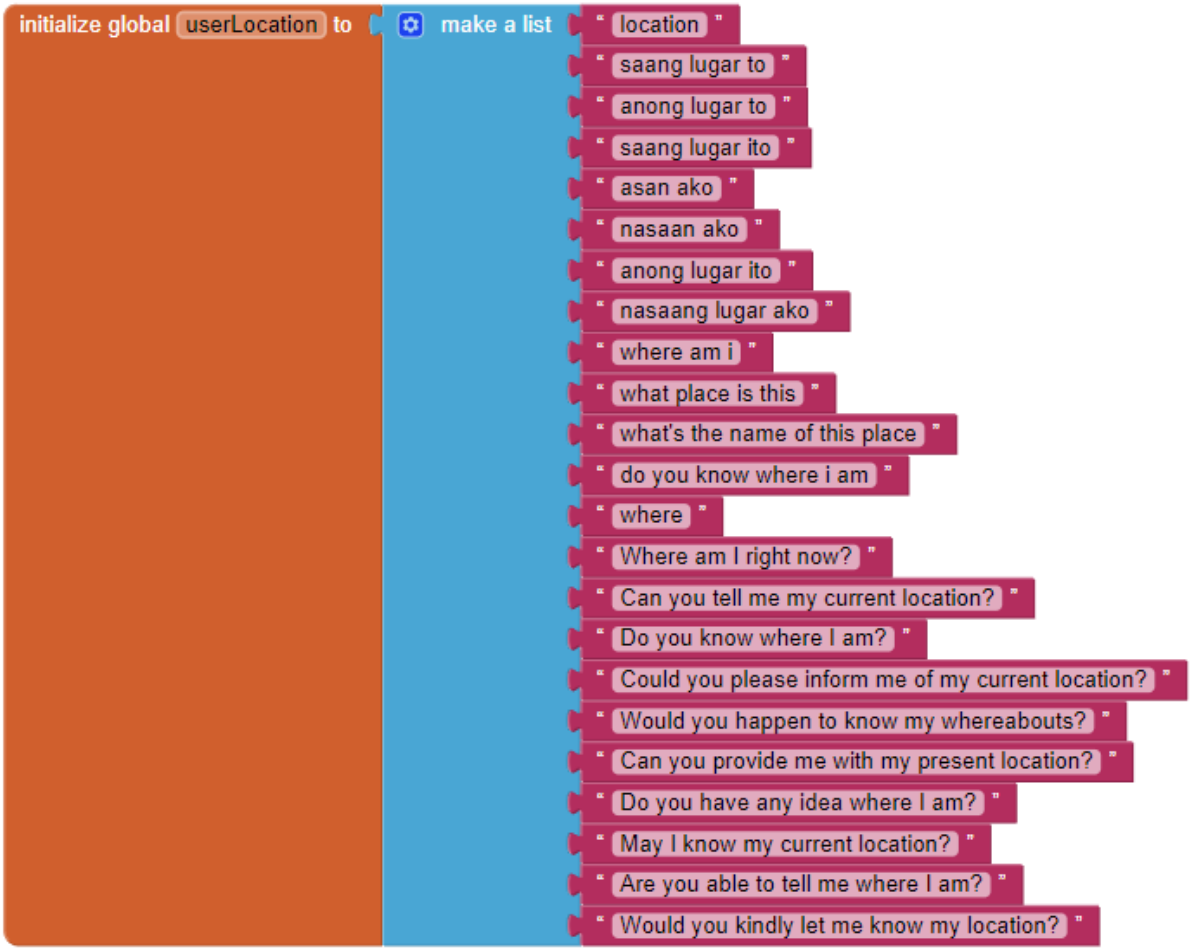
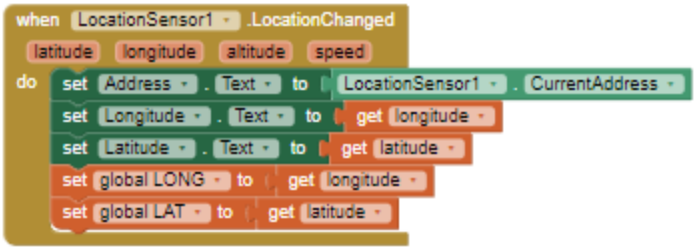

initialize global guardianText to
make a list
" text "
" message "
" text guardian "
" message guardian "
" send text "
" send message "
" send a message "
" message my guardian "

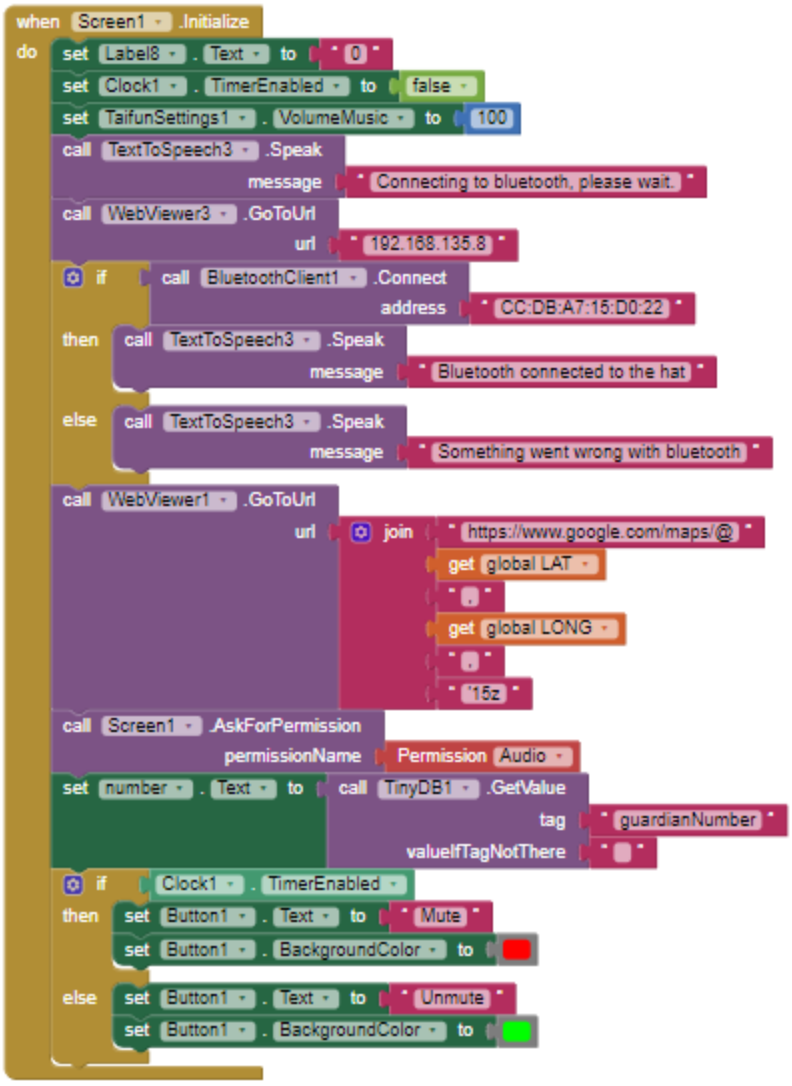

initialize global guardianNumber to
make a list
" baguhin number "
" number ni guardian "
" baguhin number ni guardian "
" save this number "
" guardian number "
" number "
" save this "
" can you save this number "
" change number "
" add number "
" add contact "
" can you save this number as my guardian "

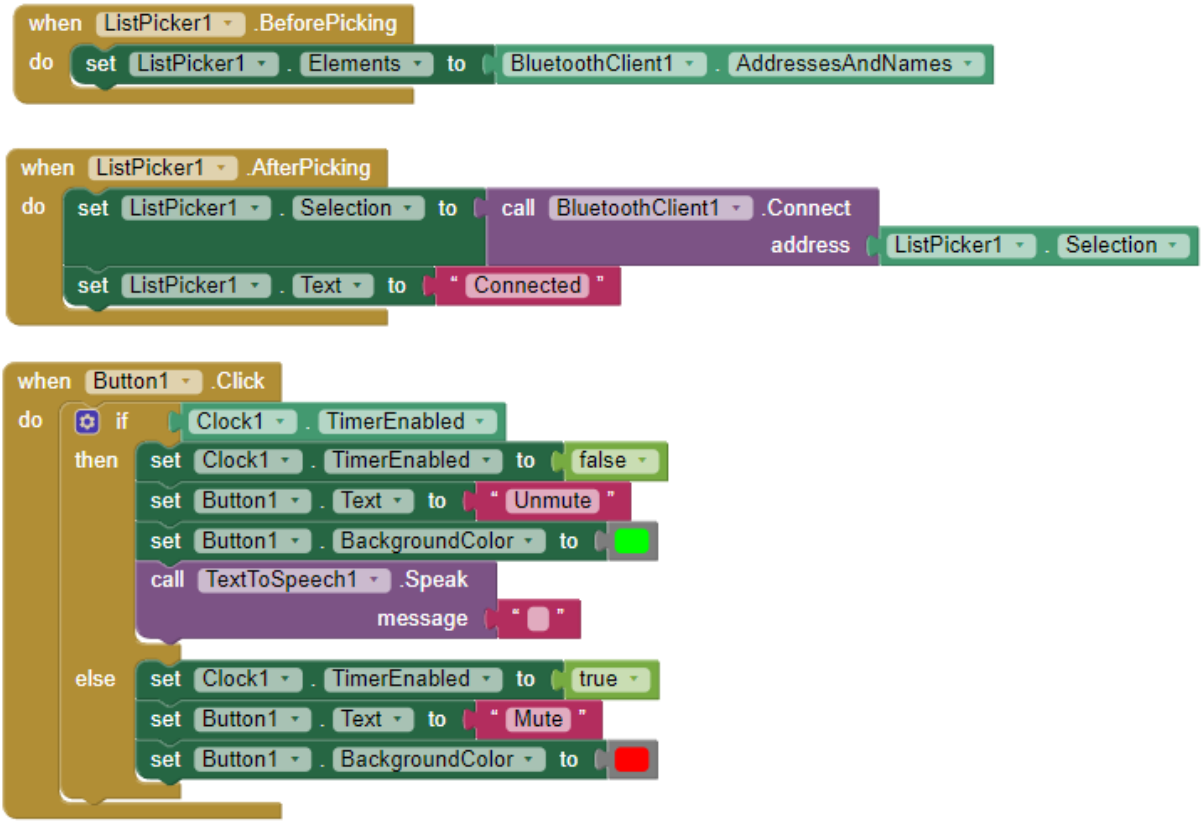

initialize global guardianNumberSave to
initialize global time to
initialize global chatResponse to
initialize global LONG to
initialize global LAT to
initialize global message to
do

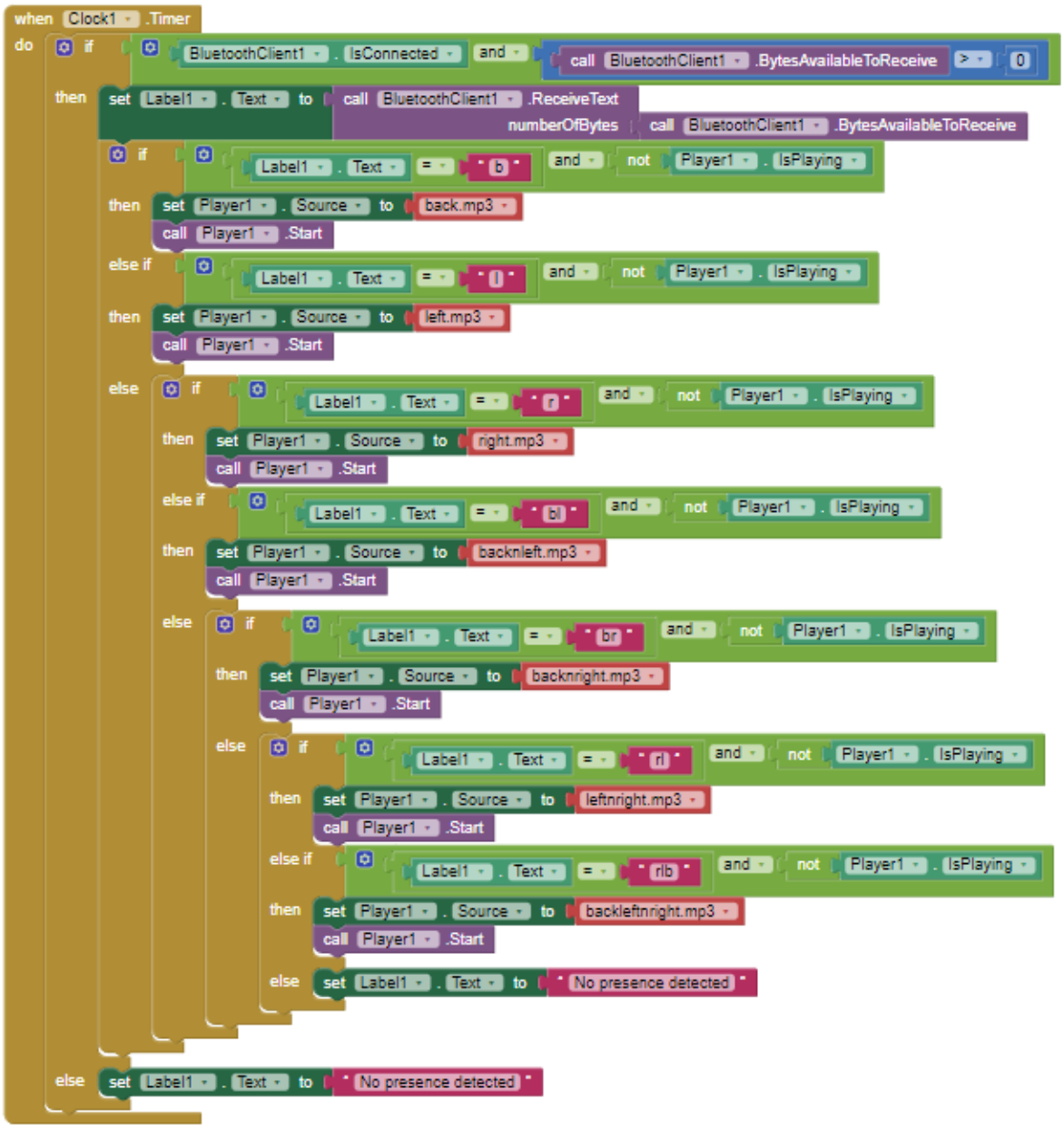

initialize global timeQuestions to
make a list
" oras "
" anong oras na "
" anong oras "
" ano oras "
" ano oras na "
" time "
" what is the current time "
" time now "
" current time "
" what time "
" What time is it right now? "
" Can you tell me the current time? "
" Do you know what time it is? "
" Could you please inform me of the current time? "
" Would you happen to have the time? "
" Can you provide me with the present time? "
" Do you have the current time available? "
" May I know what time it is? "
" Are you able to tell me the time? "
" Would you kindly let me know the current time? "

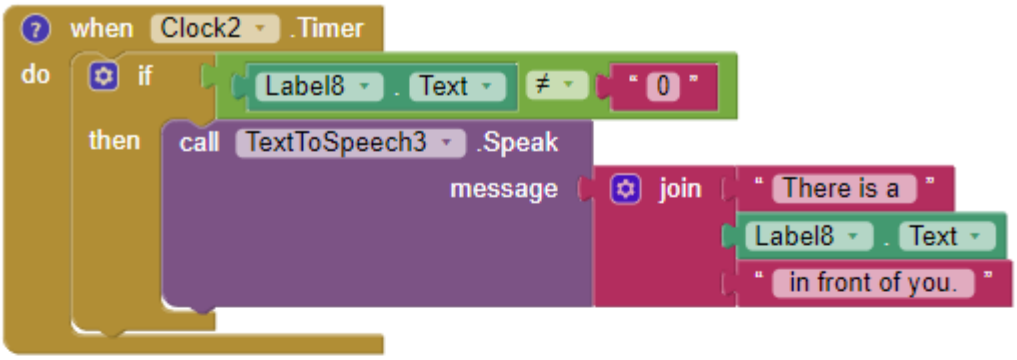

initialize global userLocation to
make a list
location
saang lugar to
anong lugar to
saang lugar ito
asan ako
nasaan ako
anong lugar ito
nasaang lugar ako
where am i
what place is this
what's the name of this place
do you know where i am
where
Where am I right now?
Can you tell me my current location?
Do you know where I am?
Could you please inform me of my current location?
Would you happen to know my whereabouts?
Can you provide me with my present location?
Do you have any idea where I am?
May I know my current location?
Are you able to tell me where I am?
Would you kindly let me know my location?

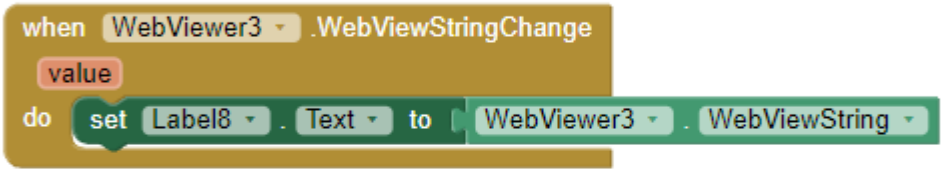

when LocationSensor1 .LocationChanged
latitude longitude altitude speed
do set Address . Text to LocationSensor1 . CurrentAddress
set Longitude . Text to get longitude
set Latitude . Text to get latitude
set global LONG to get longitude
set global LAT to get latitude

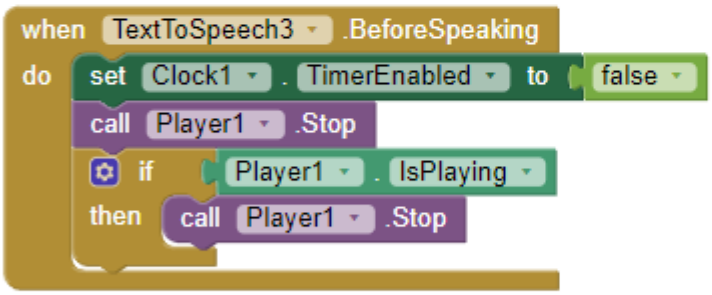

when Screen1 .Initialize
do set Label8 . Text to " 0 "
set Clock1 . TimerEnabled to false
set TaifunSettings1 . VolumeMusic to 100
call TextToSpeech3 .Speak
message " Connecting to bluetooth, please wait. "
call WebViewer3 .GoToUrl
url " 192.168.135.8 "
if call BluetoothClient1 .Connect
address " CC:DB:A7:15:D0:22 "
then call TextToSpeech3 .Speak
message " Bluetooth connected to the hat "
else call TextToSpeech3 .Speak
message " Something went wrong with bluetooth "
call WebViewer1 .GoToUrl
url join " https://www.google.com/maps/@ "
get global LAT
" , "
get global LONG
" , "
" 15z "
call Screen1 .AskForPermission
permissionName Permission Audio
set number . Text to call TinyDB1 .GetValue
tag " guardianNumber "
valueIfTagNotThere " "
if Clock1 . TimerEnabled
then set Button1 . Text to " Mute "
set Button1 . BackgroundColor to
else set Button1 . Text to " Unmute "
set Button1 . BackgroundColor to

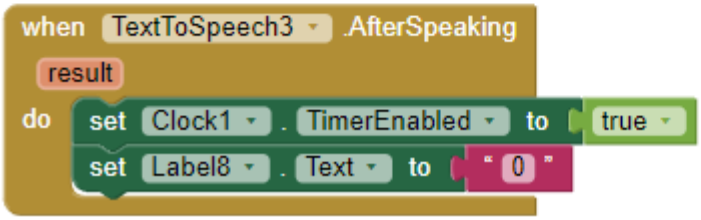

when ListPicker1 .BeforePicking
do set ListPicker1 . Elements to BluetoothClient1 . AddressesAndNames
when ListPicker1 .AfterPicking
do set ListPicker1 . Selection to call BluetoothClient1 .Connect
address ListPicker1 . Selection
set ListPicker1 . Text to " Connected "
when Button1 .Click
do if Clock1 . TimerEnabled
then set Clock1 . TimerEnabled to false
set Button1 . Text to " Unmute "
set Button1 . BackgroundColor to
call TextToSpeech1 .Speak
message " "
else set Clock1 . TimerEnabled to true
set Button1 . Text to " Mute "
set Button1 . BackgroundColor to

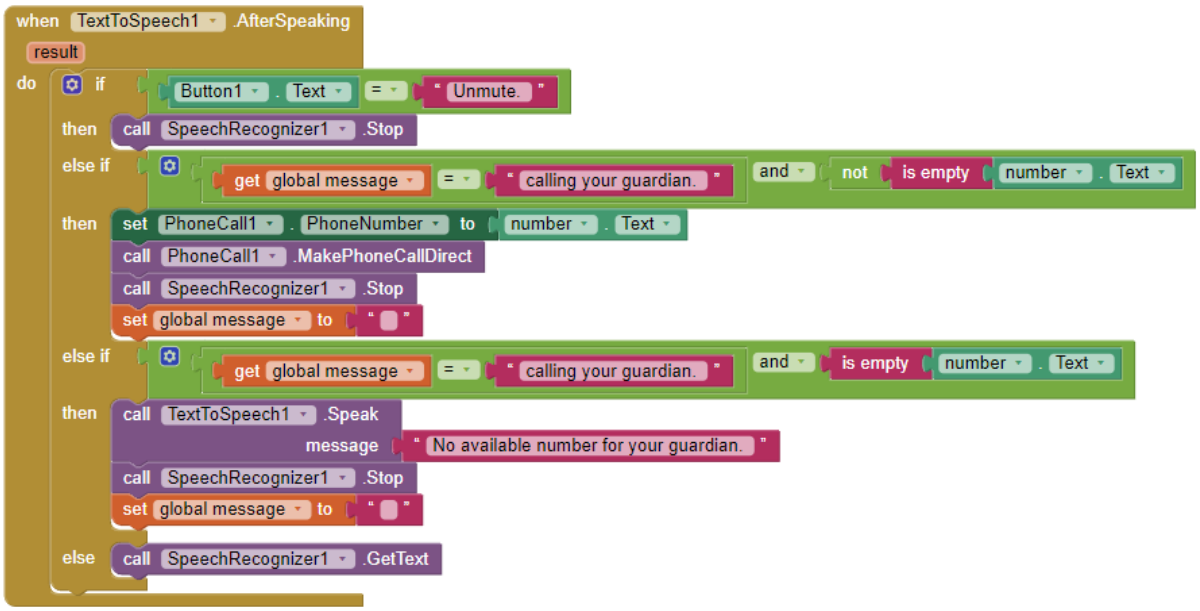

when Clock1 .Timer
do if BluetoothClient1 . IsConnected and call BluetoothClient1 .BytesAvailableToReceive > 0
then set Label1 . Text to call BluetoothClient1 .ReceiveText
numberOfBytes call BluetoothClient1 .BytesAvailableToReceive
if Label1 . Text = " b " and not Player1 . IsPlaying
then set Player1 . Source to back.mp3
call Player1 .Start
else if Label1 . Text = " l " and not Player1 . IsPlaying
then set Player1 . Source to left.mp3
call Player1 .Start
else if Label1 . Text = " r " and not Player1 . IsPlaying
then set Player1 . Source to right.mp3
call Player1 .Start
else if Label1 . Text = " bl " and not Player1 . IsPlaying
then set Player1 . Source to backnleft.mp3
call Player1 .Start
else if Label1 . Text = " br " and not Player1 . IsPlaying
then set Player1 . Source to backnright.mp3
call Player1 .Start
else if Label1 . Text = " rl " and not Player1 . IsPlaying
then set Player1 . Source to leftnright.mp3
call Player1 .Start
else if Label1 . Text = " rlb " and not Player1 . IsPlaying
then set Player1 . Source to backleftnright.mp3
call Player1 .Start
else set Label1 . Text to " No presence detected "
else set Label1 . Text to " No presence detected "

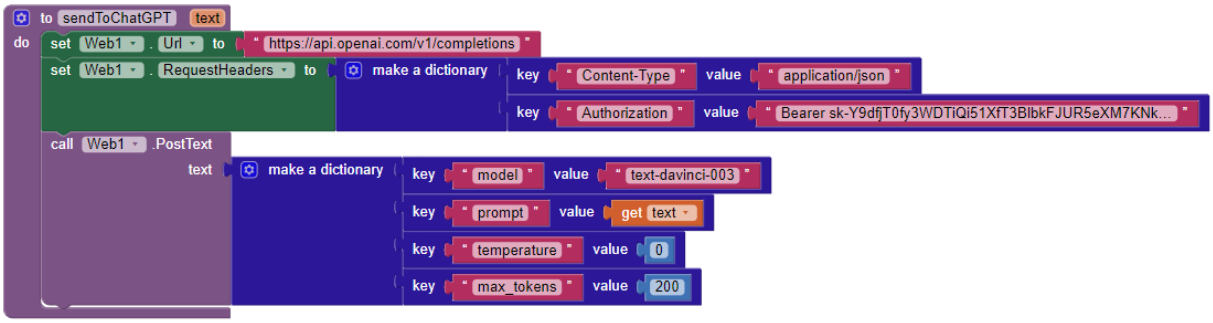

when Clock2 .Timer
do if Label8 . Text ≠ " 0 "
then call TextToSpeech3 .Speak
message join " There is a "
Label8 . Text
" in front of you. "

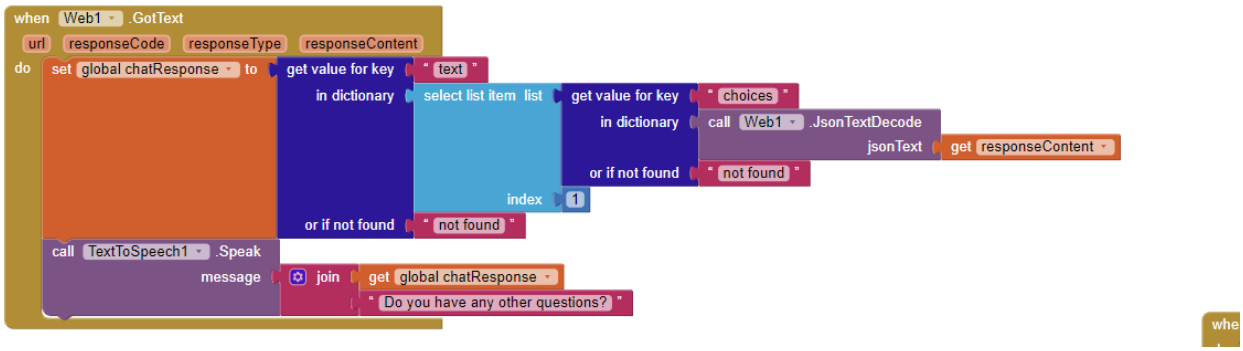

when WebViewer3 .WebViewStringChange
value
do set Label8 . Text to WebViewer3 . WebViewString

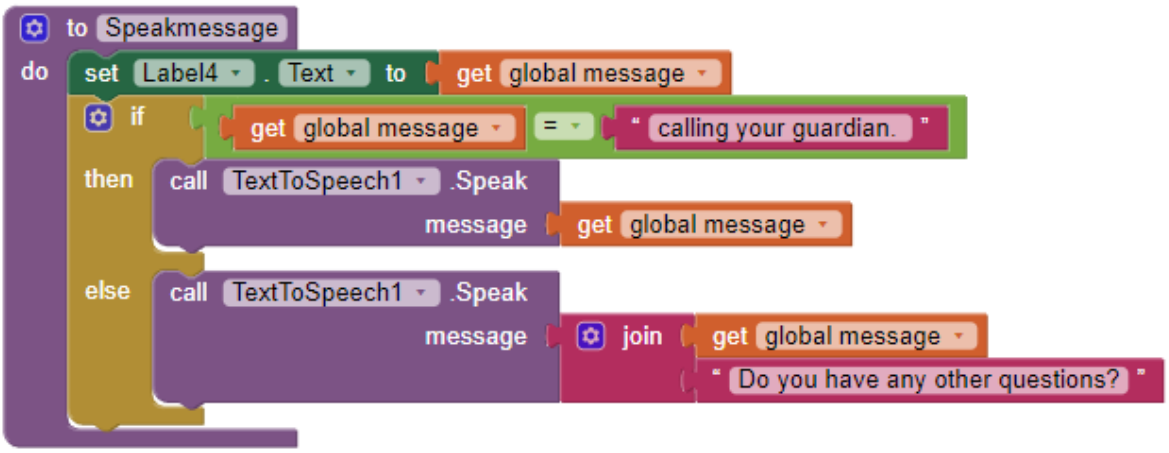

when TextToSpeech3 .BeforeSpeaking
do set Clock1 . TimerEnabled to false
call Player1 .Stop
if Player1 . IsPlaying
then call Player1 .Stop

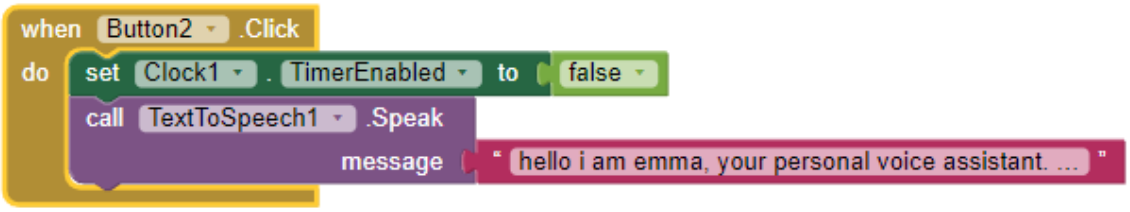

when TextToSpeech3 .AfterSpeaking
result
do set Clock1 . TimerEnabled to true
set Label8 . Text to " 0 "

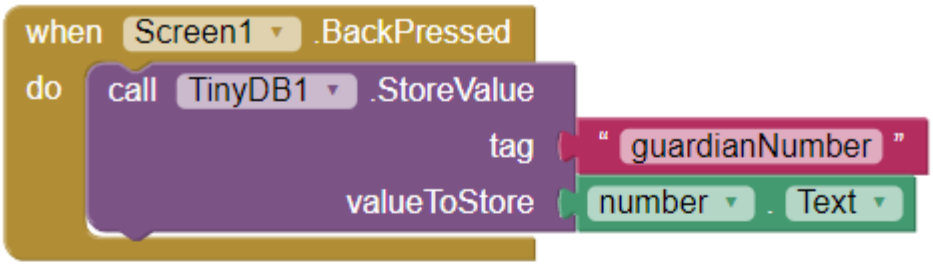

when TextToSpeech1 .AfterSpeaking
result
do if Button1 . Text = " Unmute. "
then call SpeechRecognizer1 .Stop
else if get global message = " calling your guardian. " and not is empty number . Text
then set PhoneCall1 . PhoneNumber to number . Text
call PhoneCall1 .MakePhoneCallDirect
call SpeechRecognizer1 .Stop
set global message to " "
else if get global message = " calling your guardian. " and is empty number . Text
then call TextToSpeech1 .Speak
message " No available number for your guardian. "
call SpeechRecognizer1 .Stop
set global message to " "
else call SpeechRecognizer1 .GetText

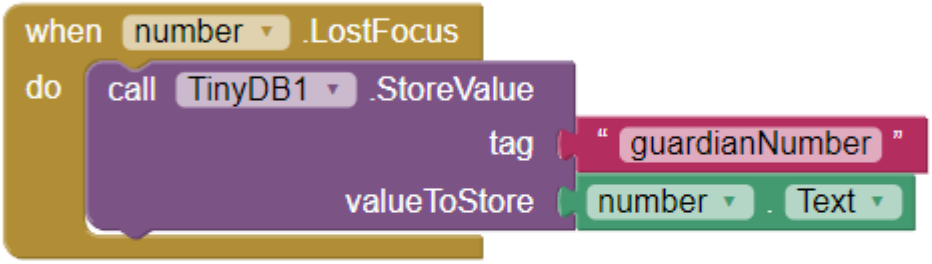

to sendToChatGPT text
do set Web1 . Url to " https://api.openai.com/v1/completions "
set Web1 . RequestHeaders to make a dictionary key " Content-Type " value " application/json "
key " Authorization " value " Bearer sk-Y9dfjT0fy3WDTiQi51XfT3BlbkFJUR5eXM7KNk... "
call Web1 .PostText
text make a dictionary key " model " value " text-davinci-003 "
key " prompt " value get text
key " temperature " value 0
key " max_tokens " value 200

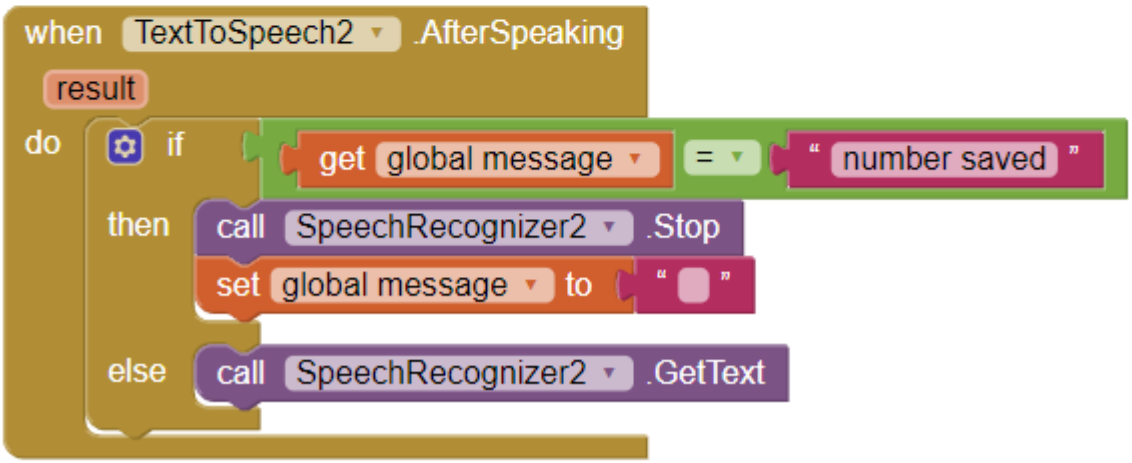

when Web1 .GotText
url responseCode responseType responseContent
do set global chatResponse to get value for key " text "
in dictionary select list item list get value for key " choices "
in dictionary call Web1 .JsonTextDecode
jsonText get responseContent
or if not found " not found "
index 1
or if not found " not found "
call TextToSpeech1 .Speak
message join get global chatResponse
" Do you have any other questions? "

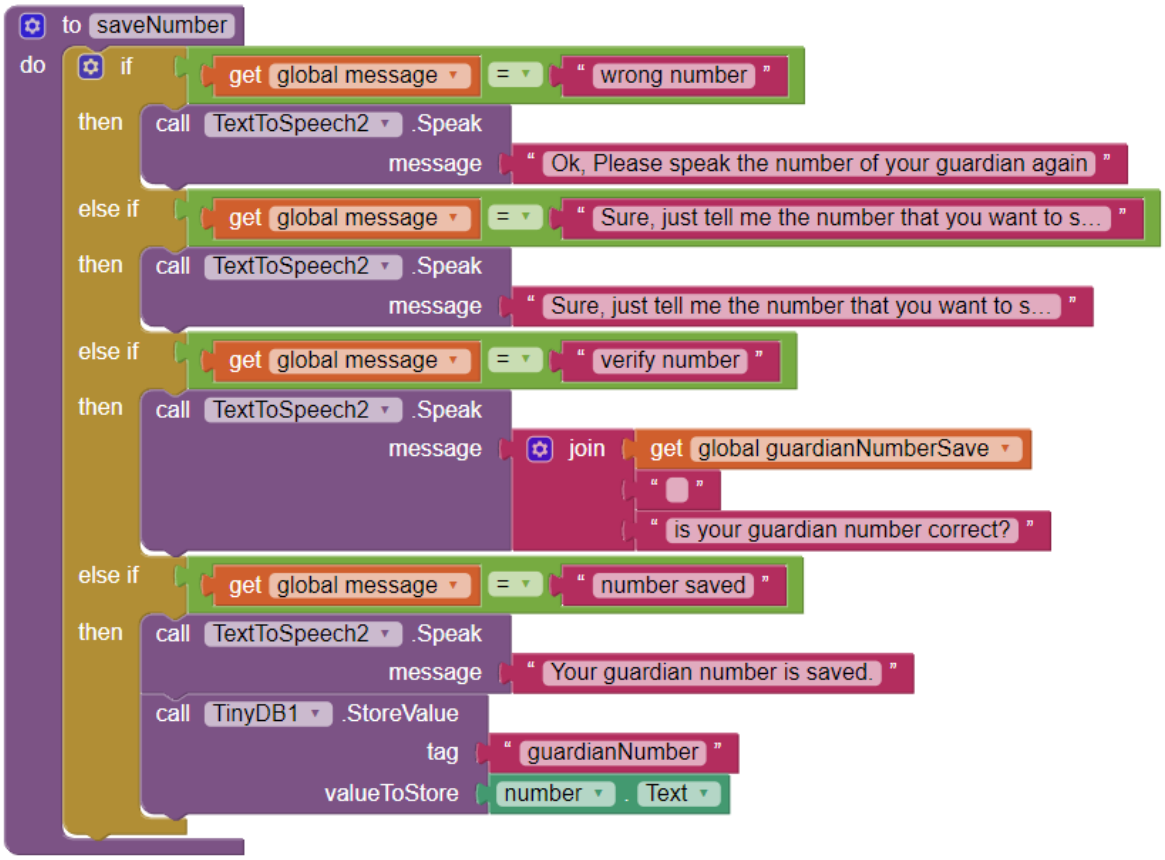

to Speakmessage
do
set Label4 . Text to get global message
if get global message = " calling your guardian. "
then call TextToSpeech1 .Speak
message get global message
else call TextToSpeech1 .Speak
message join get global message
" Do you have any other questions? "

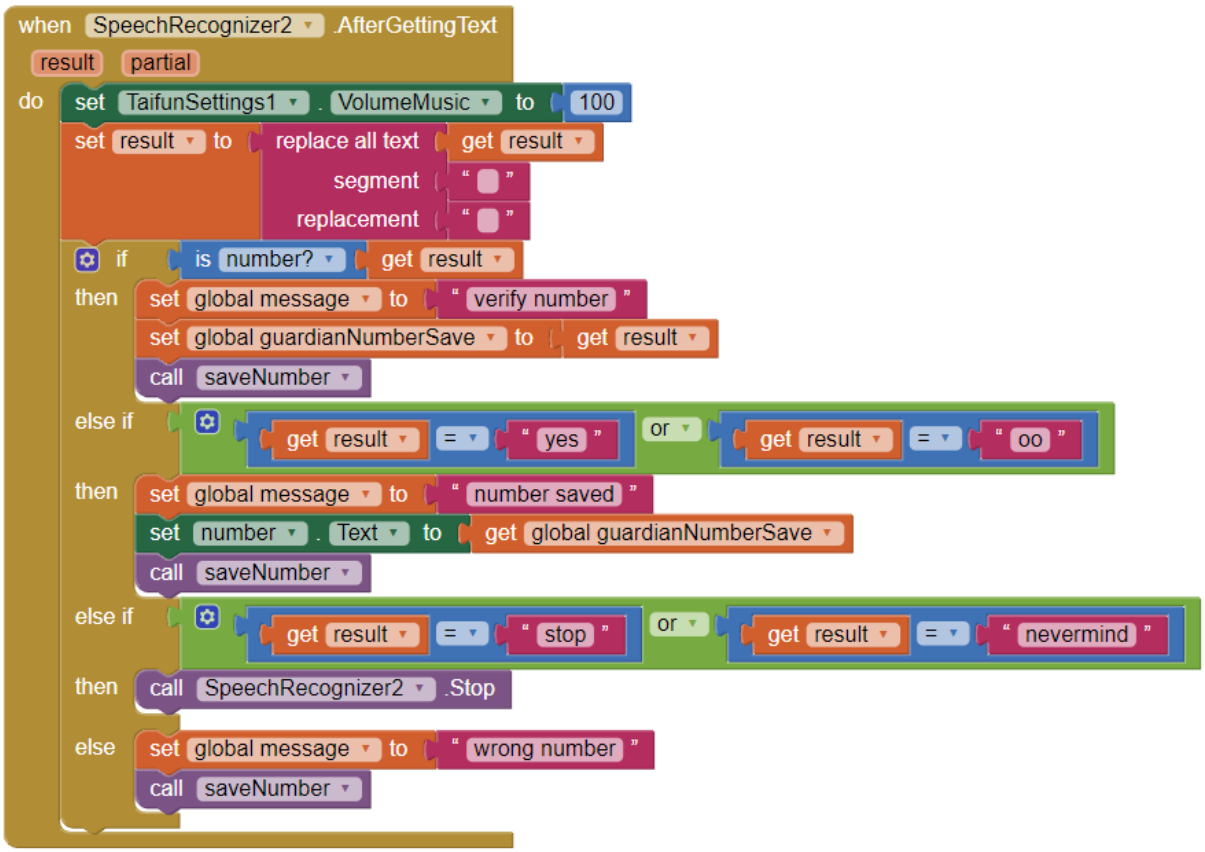

when Button2 .Click
do set Clock1 . TimerEnabled to false
call TextToSpeech1 .Speak
message " hello i am emma, your personal voice assistant. ... "

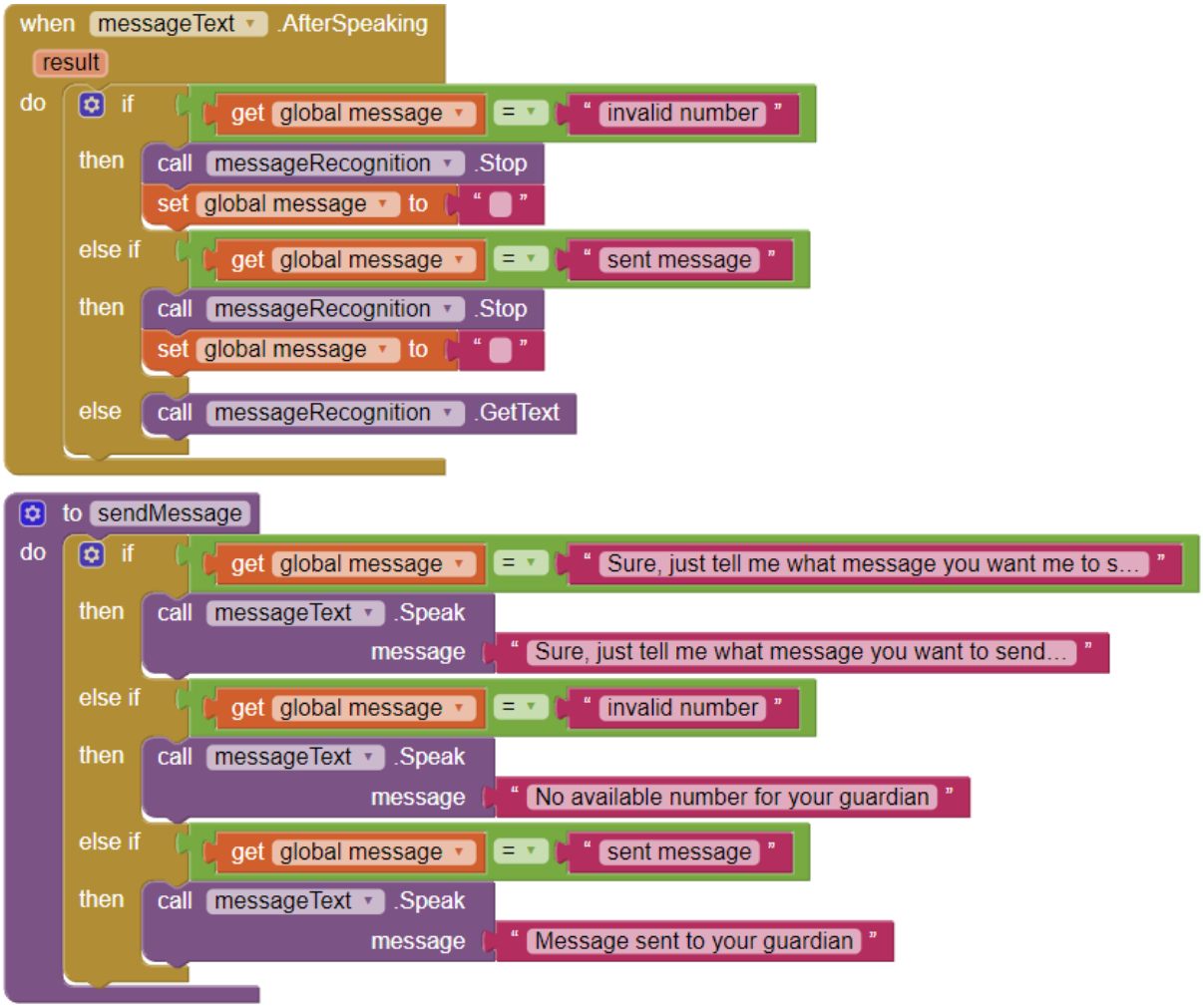

when Screen1 .BackPressed
do call TinyDB1 .StoreValue
tag " guardianNumber "
valueToStore number . Text

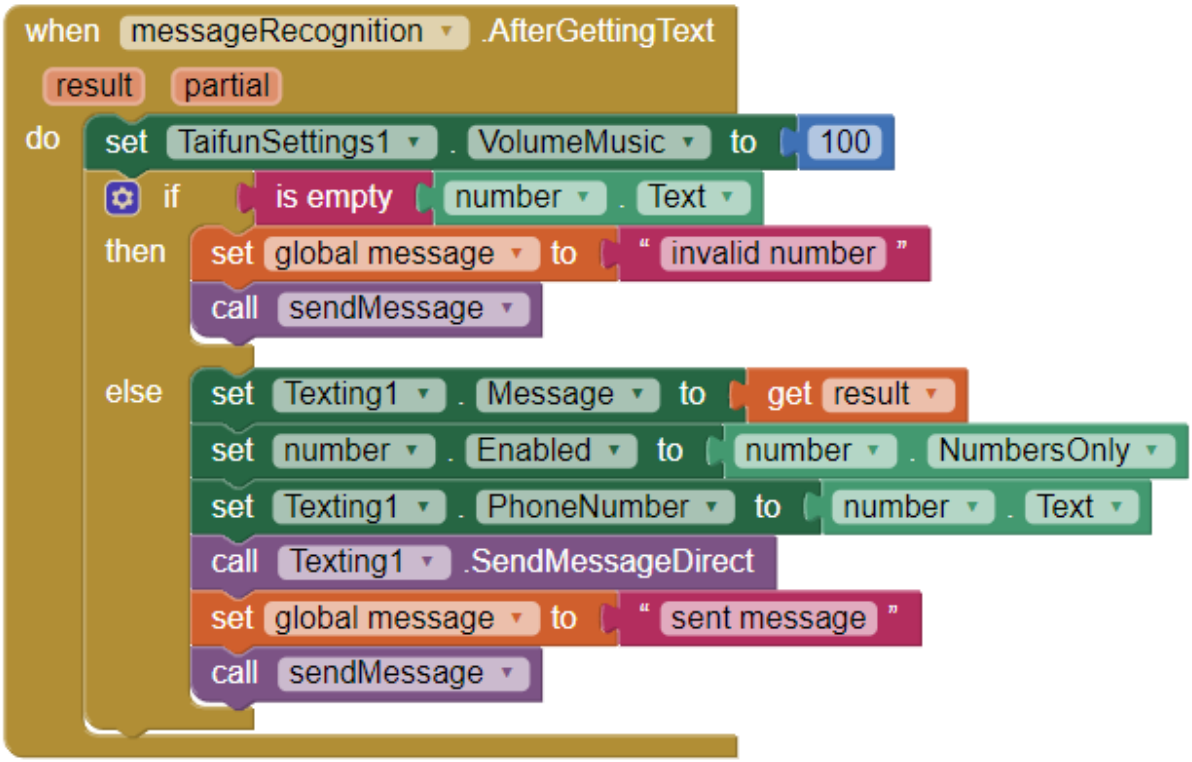

when number .LostFocus
do call TinyDB1 .StoreValue
tag " guardianNumber "
valueToStore number . Text

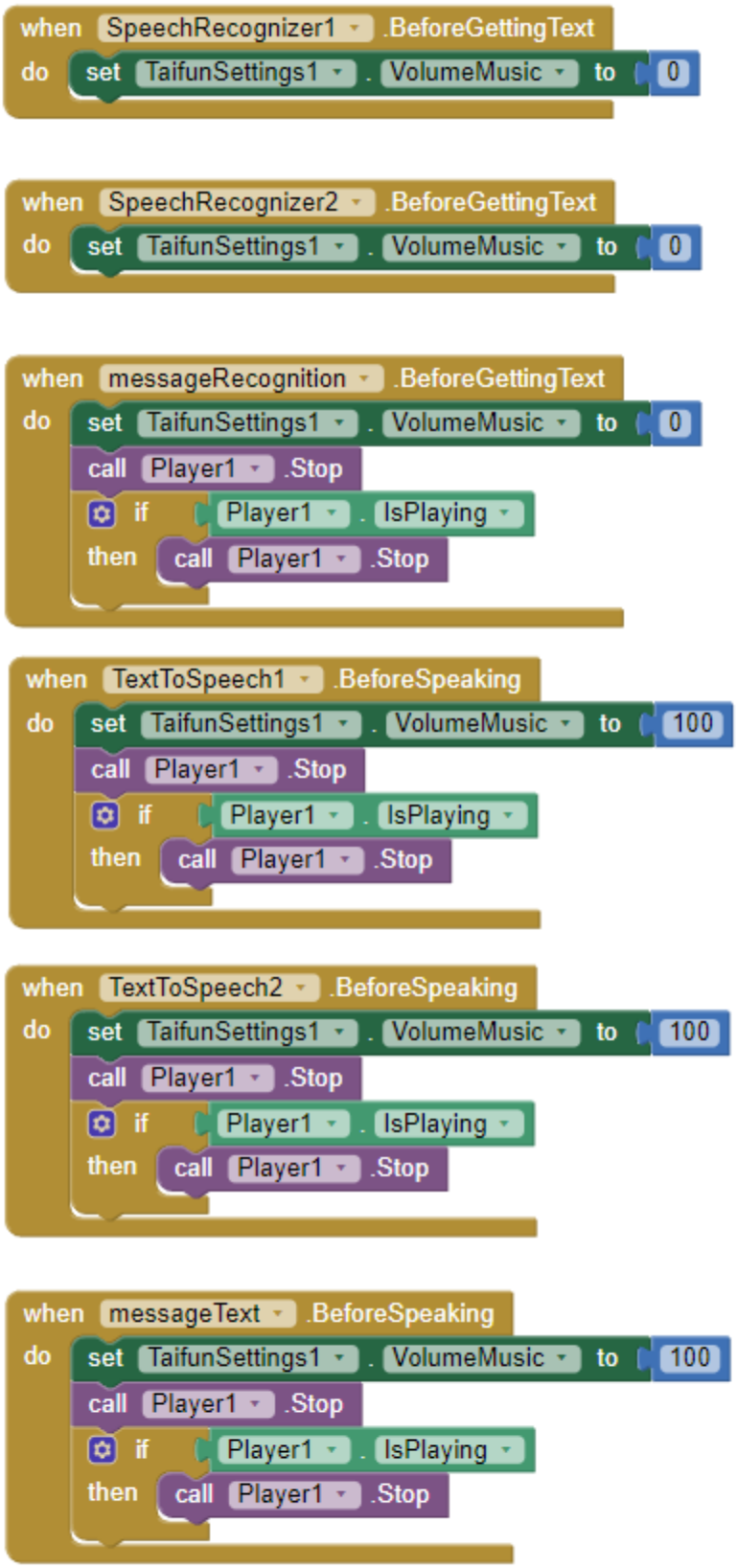

when TextToSpeech2 .AfterSpeaking
result
do if get global message = " number saved "
then call SpeechRecognizer2 .Stop
set global message to " "
else call SpeechRecognizer2 .GetText

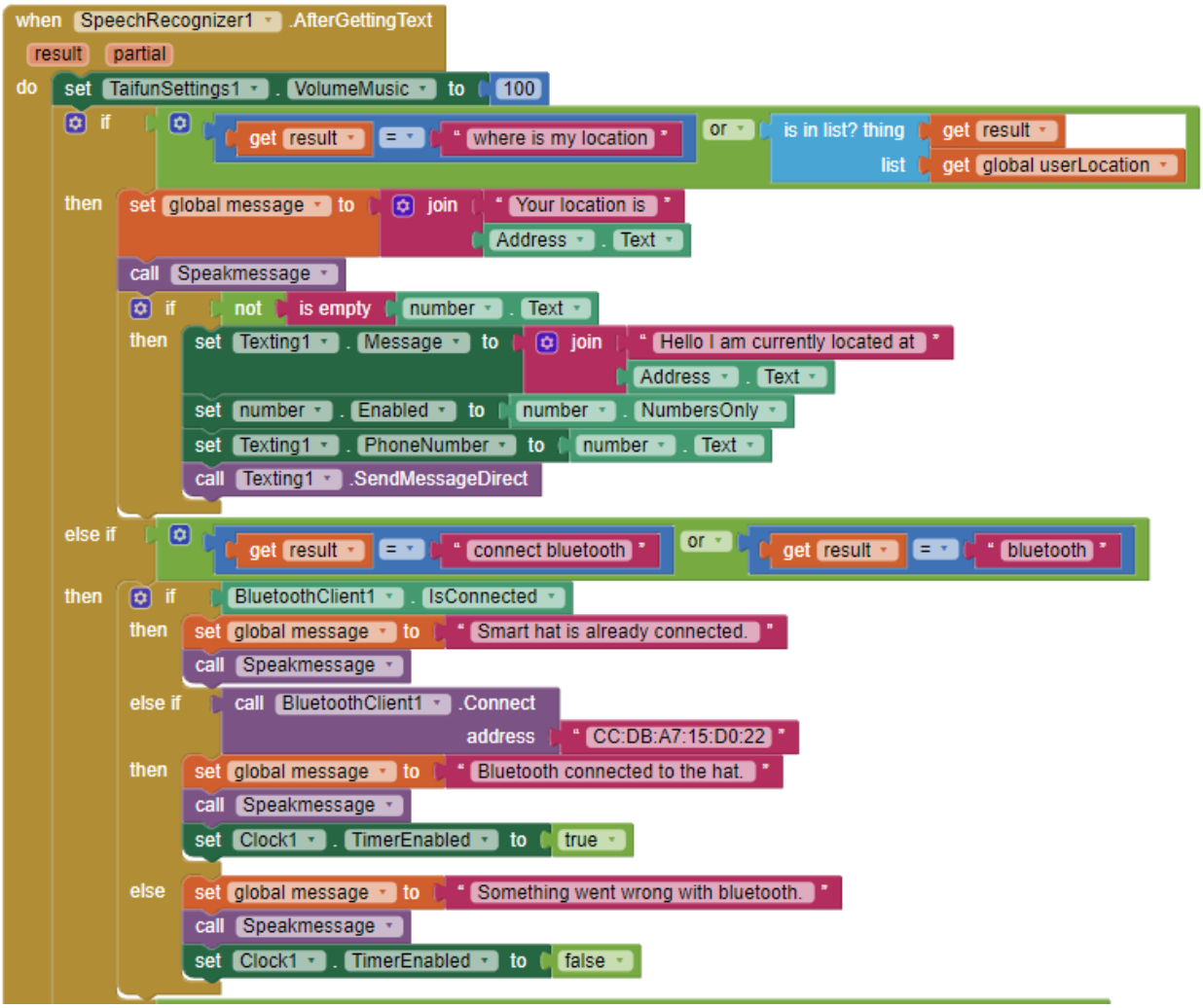

to saveNumber
do
if
get global message
=
" wrong number "
then
call TextToSpeech2 .Speak
message
" Ok, Please speak the number of your guardian again "
else if
get global message
=
" Sure, just tell me the number that you want to s... "
then
call TextToSpeech2 .Speak
message
" Sure, just tell me the number that you want to s... "
else if
get global message
=
" verify number "
then
call TextToSpeech2 .Speak
message
join
get global guardianNumberSave
" "
" is your guardian number correct? "
else if
get global message
=
" number saved "
then
call TextToSpeech2 .Speak
message
" Your guardian number is saved. "
call TinyDB1 .StoreValue
tag
" guardianNumber "
valueToStore
number . Text

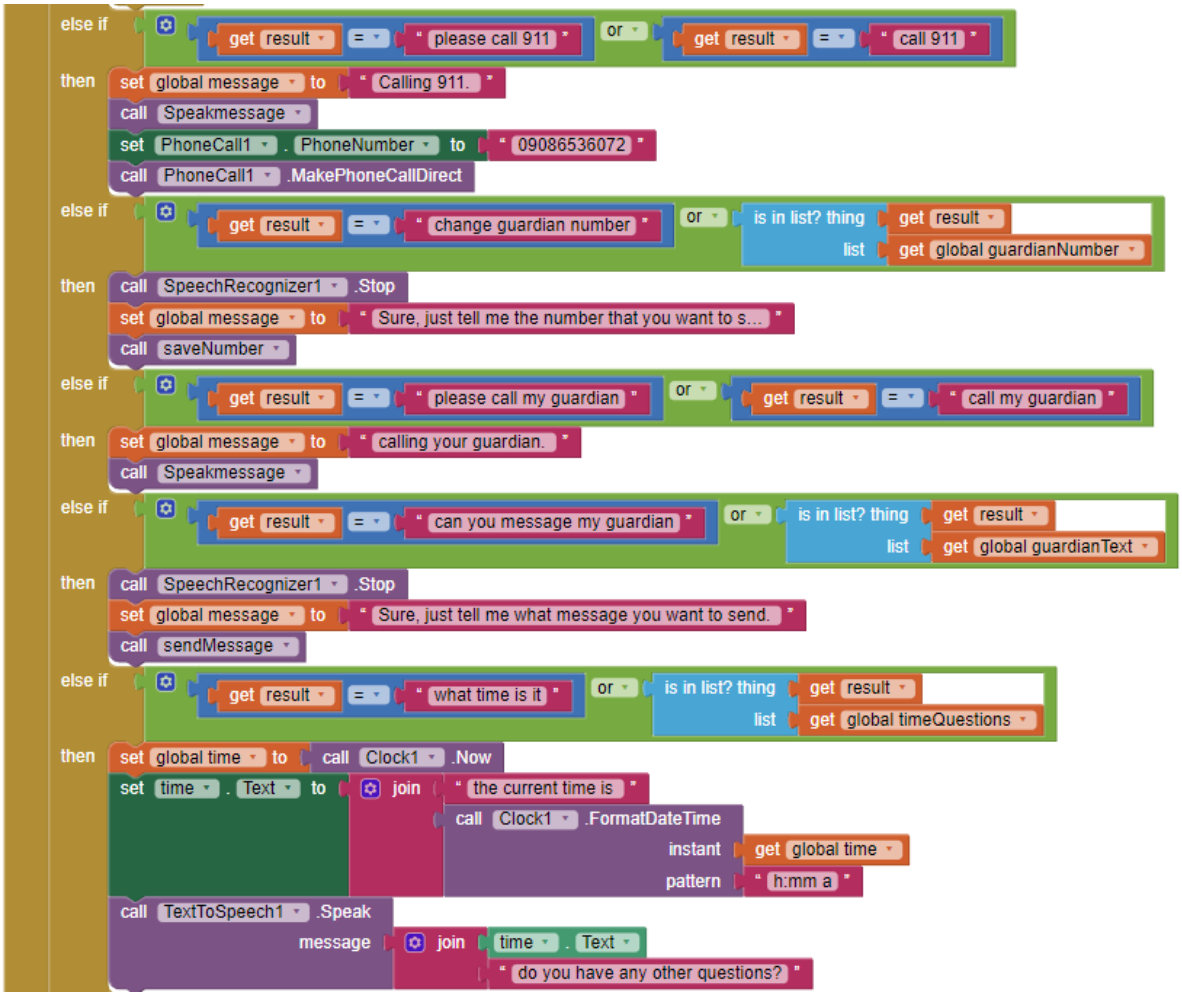

when SpeechRecognizer2 .AfterGettingText
result partial
do set TaifunSettings1 . VolumeMusic to 100
set result to replace all text get result
segment " "
replacement " "
if is number? get result
then set global message to " verify number "
set global guardianNumberSave to get result
call saveNumber
else if get result = " yes " or get result = " oo "
then set global message to " number saved "
set number . Text to get global guardianNumberSave
call saveNumber
else if get result = " stop " or get result = " nevermind "
then call SpeechRecognizer2 .Stop
else set global message to " wrong number "
call saveNumber

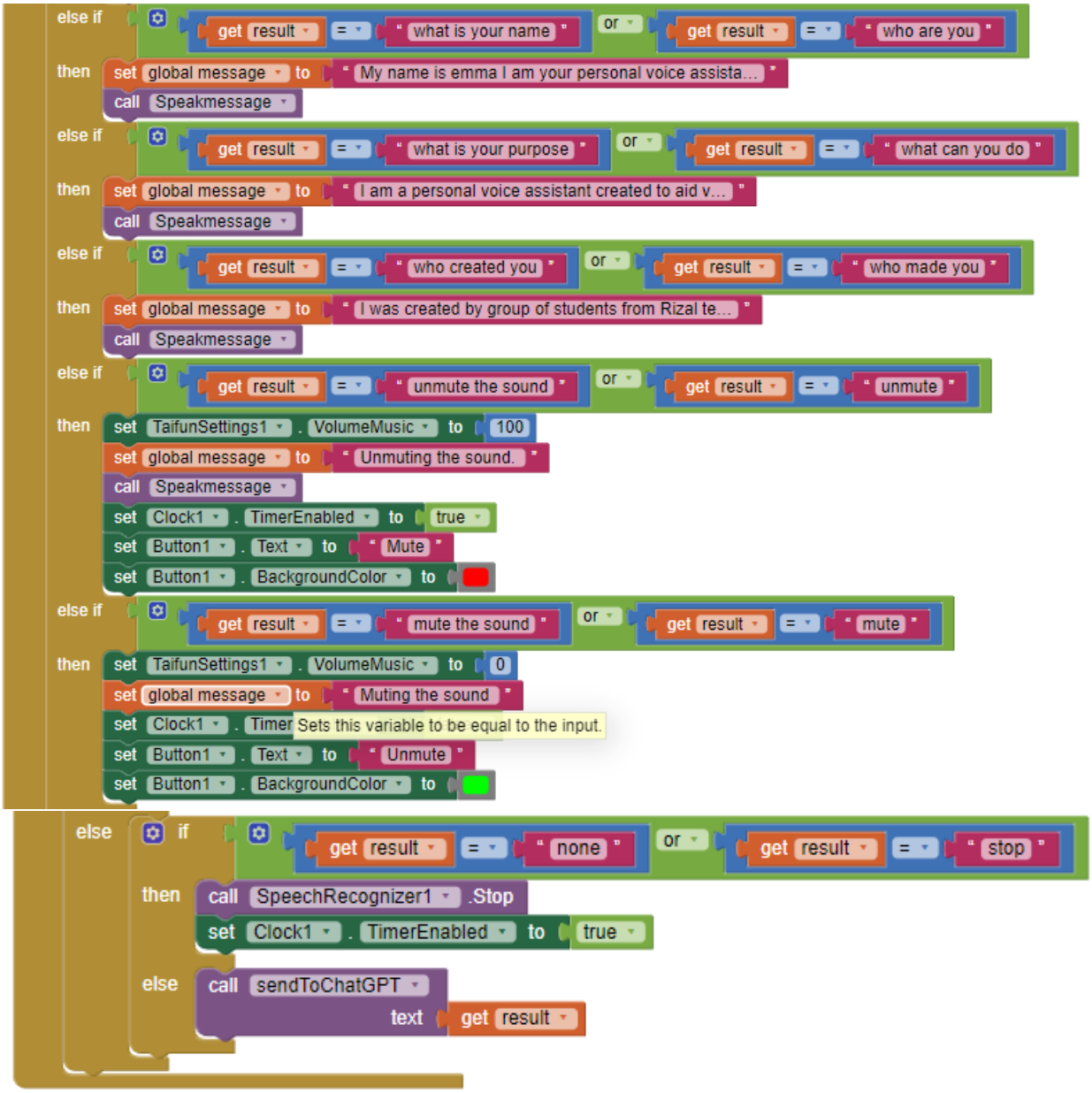

when messageText .AfterSpeaking
result
do
if get global message = " invalid number "
then call messageRecognition .Stop
set global message to " "
else if get global message = " sent message "
then call messageRecognition .Stop
set global message to " "
else call messageRecognition .GetText
to sendMessage
do
if get global message = " Sure, just tell me what message you want me to s... "
then call messageText .Speak
message " Sure, just tell me what message you want to send... "
else if get global message = " invalid number "
then call messageText .Speak
message " No available number for your guardian "
else if get global message = " sent message "
then call messageText .Speak
message " Message sent to your guardian "


when messageRecognition .AfterGettingText
result partial
do set TaifunSettings1 . VolumeMusic to 100
if is empty number . Text
then set global message to " invalid number "
call sendMessage
else set Texting1 . Message to get result
set number . Enabled to number . NumbersOnly
set Texting1 . PhoneNumber to number . Text
call Texting1 .SendMessageDirect
set global message to " sent message "
call sendMessage


when SpeechRecognizer1 .BeforeGettingText
do set TaifunSettings1 . VolumeMusic to 0
when SpeechRecognizer2 .BeforeGettingText
do set TaifunSettings1 . VolumeMusic to 0
when messageRecognition .BeforeGettingText
do set TaifunSettings1 . VolumeMusic to 0
call Player1 .Stop
if Player1 . IsPlaying
then call Player1 .Stop
when TextToSpeech1 .BeforeSpeaking
do set TaifunSettings1 . VolumeMusic to 100
call Player1 .Stop
if Player1 . IsPlaying
then call Player1 .Stop
when TextToSpeech2 .BeforeSpeaking
do set TaifunSettings1 . VolumeMusic to 100
call Player1 .Stop
if Player1 . IsPlaying
then call Player1 .Stop
when messageText .BeforeSpeaking
do set TaifunSettings1 . VolumeMusic to 100
call Player1 .Stop
if Player1 . IsPlaying
then call Player1 .Stop


when SpeechRecognizer1 .AfterGettingText
result partial
do set TaifunSettings1 . VolumeMusic to 100
if get result = " where is my location " or is in list? thing get result
list get global userLocation
then set global message to join " Your location is "
Address . Text
call Speakmessage
if not is empty number . Text
then set Texting1 . Message to join " Hello I am currently located at "
Address . Text
set number . Enabled to number . NumbersOnly
set Texting1 . PhoneNumber to number . Text
call Texting1 .SendMessageDirect
else if get result = " connect bluetooth " or get result = " bluetooth "
then if BluetoothClient1 . IsConnected
then set global message to " Smart hat is already connected. "
call Speakmessage
else if call BluetoothClient1 .Connect
address " CC:DB:A7:15:D0:22 "
then set global message to " Bluetooth connected to the hat. "
call Speakmessage
set Clock1 . TimerEnabled to true
else set global message to " Something went wrong with bluetooth. "
call Speakmessage
set Clock1 . TimerEnabled to false


else if
get result = " please call 911 " or get result = " call 911 "
then
set global message to " Calling 911. "
call Speakmessage
set PhoneCall1 . PhoneNumber to " 09086536072 "
call PhoneCall1 .MakePhoneCallDirect
else if
get result = " change guardian number " or is in list? thing get result
list get global guardianNumber
then
call SpeechRecognizer1 .Stop
set global message to " Sure, just tell me the number that you want to s... "
call saveNumber
else if
get result = " please call my guardian " or get result = " call my guardian "
then
set global message to " calling your guardian. "
call Speakmessage
else if
get result = " can you message my guardian " or is in list? thing get result
list get global guardianText
then
call SpeechRecognizer1 .Stop
set global message to " Sure, just tell me what message you want to send. "
call sendMessage
else if
get result = " what time is it " or is in list? thing get result
list get global timeQuestions
then
set global time to call Clock1 .Now
set time . Text to join " the current time is "
call Clock1 .FormatDateTime
instant get global time
pattern " h:mm a "
call TextToSpeech1 .Speak
message join time . Text
" do you have any other questions? "


else if
get result = " what is your name " or get result = " who are you "
then
set global message to " My name is emma I am your personal voice assista... "
call Speakmessage
else if
get result = " what is your purpose " or get result = " what can you do "
then
set global message to " I am a personal voice assistant created to aid v... "
call Speakmessage
else if
get result = " who created you " or get result = " who made you "
then
set global message to " I was created by group of students from Rizal te... "
call Speakmessage
else if
get result = " unmute the sound " or get result = " unmute "
then
set TaifunSettings1 . VolumeMusic to 100
set global message to " Unmuting the sound. "
call Speakmessage
set Clock1 . TimerEnabled to true
set Button1 . Text to " Mute "
set Button1 . BackgroundColor to
else if
get result = " mute the sound " or get result = " mute "
then
set TaifunSettings1 . VolumeMusic to 0
set global message to " Muting the sound "
set Clock1 . Timer
Sets this variable to be equal to the input.
set Button1 . Text to " Unmute "
set Button1 . BackgroundColor to
else if
get result = " none " or get result = " stop "
then
call SpeechRecognizer1 .Stop
set Clock1 . TimerEnabled to true
else
call sendToChatGPT
text get result