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Initial KB is retrieved from JSON encodings

DependencyGraph.JSON (example)

```
{
  "beliefs": ["b0", "b1", "b2", "b3", "b4"],
  "topics": ["t0", "t1", "t2", "t3", "t4"],
  "edges": {
    "b0": {"t0": 1, "t2": 1},
    "b1": {"t0": 1, "t4": 1},
    "b2": {"t2": 1, "t4": 1},
    "b3": {"t4": -1},
    "b4": {"t1": -1, "t4": -1}
  }
}
```

Qbaf.JSON (example)

```
{
  "arguments": ["t0", "t1", "t2", "t3", "t4"],
  "attacks": [],
  "supports": [],
  "baseScores": {
    "t0": 0.6, "t1": 0.3,
    "t2": 0.4, "t3": 0.2, "t4": 0.1,
  }
}
```

DialogueScript.JSON (example)

```
{
  [{
    "topic": "t0",
    "text": "Grand children",
    "script": [{
      "question": "q0",
      "text": "What activities do you ...",
      "answerOptions": [{
        "belief": "b0",
        "text": "Sports activity ..."
      }
    ]
  }
  ...
}
```

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DependencyGraph: Class

- beliefs: array
- topics: array
- edges: array

+ **__construct**(beliefs: array, topics: array, edges: array)
+ **addGraphFromJSON**(graphJSON: string): DependencyGraph
+ **addEdge**(belief: string, topic: string, weight: float): void
+ **deleteEdge**(belief: string, topic: string): void
+ **updateEdge**(belief: string, topic: string, newWeight: float): void
+ **getBeliefs**(): array
+ **getTopics**(): array
+ **getEdges**(): array
+ **getPositiveTopicPairs**(belief: string): array
+ **getNegativeTopicPairs**(belief: string): array

DialogueManager: Class

- topics: array
- beliefs: array
- qbafManager: QbafManager
- dependencyGraph: DependencyGraph
- discount: float
- sensitivityInterval: array
- dialogue: array

+ **__construct**(topics: array, beliefs: array, qbafManager: QbafManager, dependencyGraph: DependencyGraph, discount: float, sensitivityInterval: array)
+ **getDialogue**(): array
+ **addMove**(agent: string, utteranceType: string, utterance: string): void
+ **selectTopic**(goalTopic: string): array
+ **checkSensitivityInterval**(arg: string, dialogueState: int): string

Qbaf: Class

- arguments: array
- attacks: array
- supports: array
- baseScores: array

+ **__construct**(arguments: array, attacks: array, supports: array, baseScores: array)
+ **addQbafFromJSON**(qbafJSON: string): Qbaf
+ **addArgument**(arg: string, score: float): void
+ **addAttack**(attacker: string, target: string): void
+ **addSupport**(supporter: string, target: string): void
+ **hasArgument**(arg: string): boolean
+ **getAttacks**(arg: string): array
+ **getSupports**(arg: string): array
+ **getBaseScore**(arg: string): float
+ **hasSupport**(topicA: string, topicB: string): boolean
+ **hasAttack**(topicA: string, topicB: string): boolean

QbafManager: Class

- qbafs: array
- discount: float

+ **__construct**(qbafs: array, discount: float)
+ **addQbaf**(qbaf: Qbaf): void
+ **getQbaf**(stateIndex: int): Qbaf or null
+ **setDiscount**(discount: float): void
+ **calculateStrength**(qbaf: Qbaf, arg: string): float

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