Rough sketch of code.

talk\_AI ()

button vc;

Button tc;

Onclick button vc -> voice\_chat();

Onclick button tc -> text\_chat();

voice\_chat()

Button emot\_box;

Emot = false;

Onclick emot\_box -> emot\_box = ~emot\_box;

\*Implement audio processing to register when user speaks and stops speaking\*

text\_chat()

Button response;

Response = false;

Onclick response -> response = ~response;

/\*wait for text input to be received\*/

/\*parse through input\*

/\*decide emotion\*/

/\*choose facial expression\*/

/\*if response = true, send random emoji from list of emojis in chosen emotion\*/