1 Errors and limitations

I could not find any obvious errors in the program, although I'm sure they're there. The initial greeting seems a little wonky, so there might be some problem there.

In terms of limitaions, I noticed that the interaction becomes quite repetitive when I try to get the ASR to recognize some word it doesn't want to recognize. This could be mitigated by making the prompt shorter and shorter each time the computer says it, but I did not attempt to do this. With the repetetive way the code is written, it would have caused a big increase in code size. It would be better to focus on refactoring the code to reduce repetition before a change like that is attempted. I did however add separate replies for when user input is invalid as opposed to not heard; this could be made in a reasonably compact way, and makes more transparent what the computer is struggling with.

I also found it difficult to make the ASR recognize the name Aya. This could be solved by tuning the ASR, but I did not attempt it. Or perhaps it is me who needs tuning.

I attempted to refactor the code with the goal of making the state machine more closely resemble the flow chart. Ideally, I would like to define a state with something like the following, and have everything else taken care of automatically, but I could not figure out how to do that:

```
AskTakeWholeDay: {
  say: "Will it take the whole day?",
  grammar: yesNoGrammar,
  on: {
    yes: "BookDay",
    no: "AskTime",
  },
},
```

I attempted to define a new actor that could ask the question, interpret the answer, and send events back to the original state machine; this seemed promising, but I couldn't quite figure out how to put the whole thing together. Perhaps there is a simpler way.