

## DIALOGUE SYSTEM LAB2 REPORT

The app that I have coded works well overall, showing little to no difficulty in understanding user's prompts. Nevertheless, it shows an error in the identification of the people that are in the grammar. At first, the problem resided in the `type.ts`, since "person", "day" and "time" were not defined, however, it was an easy-to-fix issue. The next problem was in the function `getPerson`, which, when running the code in the local host, it showed this error: "chunk-QH7LP443.js?v=cd7daa79:2260 Event "ASRTTS\_READY" was sent to stopped actor "x:0 (x:0)". This actor has already reached its final state, and will not transition." To fix the issue, I had to modify the function `getPerson`, adding a "undefined" after "string". Nevertheless, even though it worked because the transition did not show any sort of error, the names that are in the grammar are still considered as undefined. Nevertheless, I decided to use the same code without the changes, and then the application ran as normal and without any errors, being able to carry out the conversation until the end, thus I do not know the reason it did not work the first time.

A limitation that the app can have is that it cannot make an appointment outside of the pre-defined people, days or hours, but this can be fixed by editing the grammar and extending it. In this case, I added more 'office hours', including half past. The user can either say the time as for instance "ten thirty" or "half past ten", since the app recognises easily both formats as being "10:30".

Further in the programme, three coding lines in `ProcessPerson`, `ProcessDay` and `ProcessTime` show up an error that I did not have before, which correspond with the `getPerson`, `getDay` and `getTime` functions, however, they do not cause any problems when running the application.