```
// Collapsible
var coll = document.getElementsByClassName("collapsible");
for (let i = 0; i < coll.length; i++) {
  coll[i].addEventListener("click", function () {
    this.classList.toggle("active");
    var content = this.nextElementSibling;
    if (content.style.maxHeight) {
      content.style.maxHeight = null;
    } else {
      content.style.maxHeight = content.scrollHeight + "px";
    }
 });
}
function getTime() {
  let today = new Date();
  hours = today.getHours();
  minutes = today.getMinutes();
  if (hours < 10) {
    hours = "0" + hours;
```

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}
  if (minutes < 10) {
    minutes = "0" + minutes;
 }
  let time = hours + ":" + minutes;
  return time;
}
// Gets the first message
function firstBotMessage() {
  let firstMessage = "How's it going?"
  document.getElementById("botStarterMessage").innerHTML = '<span>' +
firstMessage + '</span>';
  let time = getTime();
  $("#chat-timestamp").append(time);
  document.getElementById("userInput").scrollIntoView(false);
}
firstBotMessage();
// Retrieves the response
function getHardResponse(userText) {
```

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let botResponse = getBotResponse(userText);
  let botHtml = '<span>' + botResponse + '</span>';
  $("#chatbox").append(botHtml);
  document.getElementById("chat-bar-bottom").scrollIntoView(true);
}
//Gets the text text from the input box and processes it
function getResponse() {
 let userText = $("#textInput").val();
  if (userText == "") {
   userText = "I love Code Palace!";
 }
  let userHtml = '<span>' + userText + '</span>';
  $("#textInput").val("");
  $("#chatbox").append(userHtml);
  document.getElementById("chat-bar-bottom").scrollIntoView(true);
  setTimeout(() => {
    getHardResponse(userText);
  }, 1000)
```

```
}
// Handles sending text via button clicks
function buttonSendText(sampleText) {
  let userHtml = '<span>' + sampleText + '</span>';
  $("#textInput").val("");
  $("#chatbox").append(userHtml);
  document.getElementById("chat-bar-bottom").scrollIntoView(true);
  //Uncomment this if you want the bot to respond to this buttonSendText event
  // setTimeout(() => {
  // getHardResponse(sampleText);
 // }, 1000)
}
function sendButton() {
  getResponse();
}
function heartButton() {
  buttonSendText("Heart clicked!")
}
// Press enter to send a message
```

```
$("#textInput").keypress(function (e) {
  if (e.which == 13) {
     getResponse();
  }
});
```