**V1**

* Create server on discord
* Discord develpor portal (google)
* Click on application
* Create new application
* Name
* Create
* Go to bot
* Add bot
* Give it image
* Give it name
* Save changes
* Copy token
* Open python project
* TOKEN = token
* Go back to documentation
* Public bot can be added by anyone – disable
* Save changes
* oAUTH2
* go down click bot
* give permission
* give text permissions
* copy
* past in new tab
* add to server
* give permission
* authorize
* bot will be offline
* go code
* in terminal
* pip install discord
* import discord
* import random
* client = discord.Client()
* ceate client event @client.event
* async def on\_ready(): [once we start the bot it will call this message
* write print statement to see
* client.run(TOKEN)
* @client.event
* Asynch def on\_message(message):
* Allows process message
* Username = str(message.author).split(‘#)[0]
* User\_message = str(message.content)
* Channel= str(message.channel.name)
* Print(f’{username}:{user\_message}({channel}’)
* If message.author ==client.user:
* Return
* If message.channel.name == ‘discord-bot-tutorial’:
* If user\_message.lower()==’hello’:
* Await message.channel.send(f’hello {username}!)
* Return
* Elif user\_message.lower()==’bye’:
* Await message.channel.send(f’see you later {username}!’)
* Return
* Elif user\_message.lower() == ‘!random”:
* Yada yada
* If user\_message.ower() == ‘!anywhere’:
* Await message.channel.send(‘This can be used anywhere’):
* Return

**V2**