

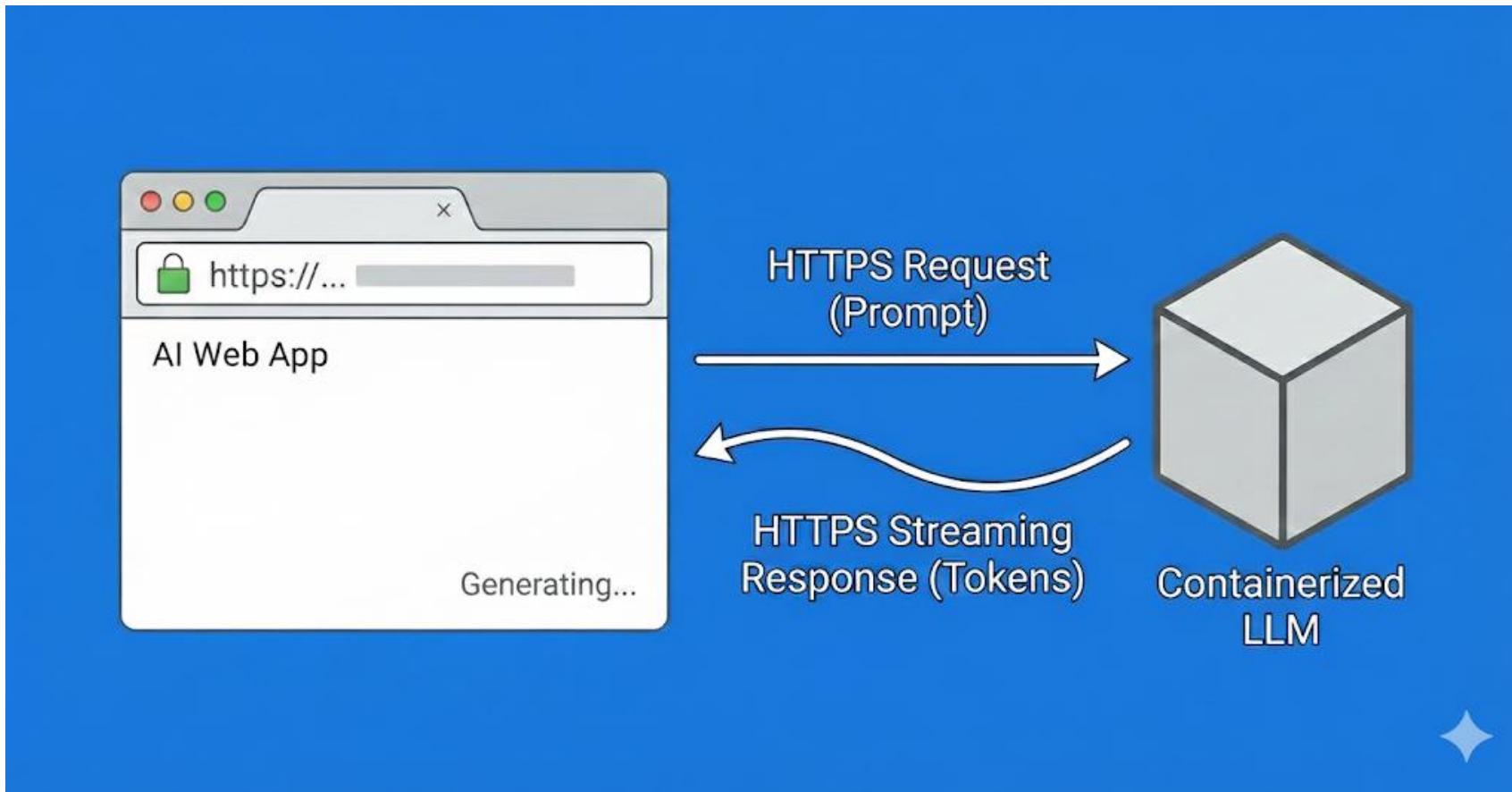
# AI Chat Bots

[https://jimfawcett.github.io/NewSite/Code/CodeBites\\_ChatBotAI.html](https://jimfawcett.github.io/NewSite/Code/CodeBites_ChatBotAI.html)

# Introduction

- Chat Bots are web applications consisting of:
  - **Browser-based interface** that accepts prompts and displays results
  - A containerized pre-trained **Large Language Model (LLM)** running in a Linux server in a data center
  - **Https-based communication infrastructure** to ferry prompts to, and results from the LLM

# AI Web App Structure



# Limitations

- AI Chat Bots have limitations:
  - Cannot read from or write to local repositories because they are browser based
  - Cannot read files from github repository

# Work Arounds

- You can paste code text at the end of a prompt
  - Prompt specifies what to do with the following code
- You can create a zip for a local repository or download a github zip
  - Paste zip file at the end of a prompt
- You can request Chat Bot to download its results to your local download directory

# Example

- Size and Complexity of code functions
- This prompt:

“Generate a list of function line counts and complexities for all functions in the zip file pasted at end of this prompt.

**Line count** is total number of lines including code, whitespace, comments

**Complexity** is the number of open braces in each function”
- Generated a list of all the functions with correct line counts and complexities for a Rust Thread Pool.
  - Note: Rust code is easier to parse than C++ and doesn't have function overloads.

# Conclusion

- You can find all the details here:  
[https://jimfawcett.github.io/NewSite/Code/CodeBites\\_ChatBotAI.html](https://jimfawcett.github.io/NewSite/Code/CodeBites_ChatBotAI.html)
- The next presentation explores:
  - AI Agents
  - Use local application to communicate with the LLM
  - Uses HTTPS-based API
  - Can read from and write to local file system
- The one after that explores:
  - AI Consoles
  - Have access to local repositories
  - Don't need to write Agent code