



FRIENDBOT

Jon Steele

INTRODUCTION

No A+ Option

Agent is to act as a friend

Covers topics of Books, Movies, Sports, and Daily life

Programmed in Java

FEATURES

3 levels of conversation

Ask and Answer questions

Name your friend

SDLC

Incremental Model
“Divide and Conquer Approach”

EXAMPLE

Bot: **What is my name?**

User: Bobby

Bobby: **What is your name?**

User: Jon

Bobby: **Hello Jon!**

Jon: Hi

Bobby: **What is your favourite sport?**

Jon: Basketball. What about you?

Bobby: **I like basketball too. Who is your favourite team?**

Jon: Boston Celtics

Bobby: **Who is your favourite player?**

Jon: Rajon Rondo. What about you?

Bobby: **I like Kevin Garnett. Do you know how many NBA championships they have won?**

Jon: 5?

Bobby: **Incorrect! 17 is the correct answer.**

Jon: Lets talk about something else.

Bobby: **What is your favourite Movie?**

Jon: Goodbye

Bobby: **Bye**

CHALLENGES

First big programming project

Time management

Design

REWARDS

Learning experience

Refreshed knowledge of Java

Lots of double cheeseburgers (I spent a lot of time coding at McDonalds)

QUESTIONS

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