Chatbot

import random

# Dictionary of predefined responses

responses = {

"greeting": [

"Hello!", "Hi there!", "Hey!", "Welcome!", "Nice to see you!"

],

"farewell": [

"Goodbye!", "See you later!", "Take care!", "Have a nice day!", "Bye!"

],

"thanks": [

"You're welcome!", "No problem!", "My pleasure!", "Glad I could help!"

],

"how\_are\_you": [

"I'm just a bot, but I'm doing great! How about you?",

"Feeling code-tastic! How can I assist you?",

"Doing well, thank you!"

],

"name\_query": [

"I'm a chatbot created to talk with you!",

"You can call me ChatBot!",

"I don't have a name yet, but I'm here to help!"

],

"help": [

"Sure! Ask me anything.",

"I'm here to assist. What do you need help with?",

"Just tell me what you want, and I’ll do my best!"

],

"joke": [

"Why don't scientists trust atoms? Because they make up everything!",

"I would tell you a joke about construction... but I'm still working on it!",

"Why did the computer go to therapy? It had too many bytes of emotional baggage!"

],

"weather": [

"I'm not sure, but it’s always sunny in cyberspace!",

"I can’t see the weather, but I hope it's nice where you are!",

"Looks like a great day to chat with a bot!"

],

"age\_query": [

"I'm ageless – forever young and forever learning!",

"Time doesn't apply to bots, but I'm wise beyond milliseconds!",

"I was born the moment you ran this program!"

],

"creator\_query": [

"I was created by Sakshi Malusare!",

"My creator is brilliant – Sakshi Malusare built me!",

"All credit goes to Sakshi Malusare for making me!"

],

"mood": [

"I'm feeling logical today.",

"I'm always in a good mood when we're chatting!",

"Bots don’t feel much, but I’d say I’m fantastic!"

],

"default": [

"I'm sorry, I didn't understand that.",

"Could you please rephrase?",

"Hmm, I'm not sure what you mean.",

"Can you clarify that for me?"

]

}

# Function to generate a response based on user input

def generate\_response(user\_input):

user\_input = user\_input.lower()

if any(greet in user\_input for greet in ["hello", "hi", "hey"]):

return random.choice(responses["greeting"])

elif any(bye in user\_input for bye in ["goodbye", "bye", "see you"]):

return random.choice(responses["farewell"])

elif "thank" in user\_input:

return random.choice(responses["thanks"])

elif "how are you" in user\_input:

return random.choice(responses["how\_are\_you"])

elif "your name" in user\_input or "who are you" in user\_input:

return random.choice(responses["name\_query"])

elif "help" in user\_input:

return random.choice(responses["help"])

elif "joke" in user\_input:

return random.choice(responses["joke"])

elif "weather" in user\_input:

return random.choice(responses["weather"])

elif "how old" in user\_input or "your age" in user\_input:

return random.choice(responses["age\_query"])

elif "who made you" in user\_input or "your creator" in user\_input:

return random.choice(responses["creator\_query"])

elif "mood" in user\_input or "how do you feel" in user\_input:

return random.choice(responses["mood"])

else:

return random.choice(responses["default"])

# Main interaction loop

print("Type 'exit' to end the chat.\n")

while True:

user\_input = input("User: ")

if user\_input.lower() == "exit":

print("Bot: Goodbye!")

break

bot\_response = generate\_response(user\_input)

print("Bot:", bot\_response)