

Discord Bot Part 2



Code

dev.kippie

managers

Main



Code

```
public class SlashCommandManager {  
  
}
```



Code

```
public class SlashCommandManager extends ListenerAdapter {  
}
```



Code

```
public class SlashCommandManager extends ListenerAdapter {  
    @Override  
    public void onGuildReady(GuildReadyEvent event) {  
    }  
}
```



Code

```
public class SlashCommandManager extends ListenerAdapter {  
    @Override  
    public void onGuildReady(GuildReadyEvent event) {  
        List<CommandData> commands = new ArrayList<>();  
        # Place your slashcommands here!  
        event.getGuild().updateCommands().addCommands(commands).queue();  
    }  
}
```



Code

```
private ShardManager shardManager; 2 usages

public Main() throws LoginException, InterruptedException { 1 usage new*
    DefaultShardManagerBuilder builder = DefaultShardManagerBuilder.createDefault( token:
    builder.setStatus(OnlineStatus.DO_NOT_DISTURB);
    builder.setActivity(Activity.watching( name: "Hi hackclub!"));
    builder.enableIntents(GatewayIntent.GUILD_MEMBERS, GatewayIntent.GUILD_MESSAGES, Gate
    shardManager = builder.build();
    shardManager.addEventListener(
        new SlashCommandManager()
    );
}

public static void main(String[] args) { new*
    try {
        Main bot = new Main();
    } catch (LoginException e) {
        System.out.println("Bot token invalid!");
    } catch (InterruptedException e) {
        throw new RuntimeException(e);
    }
}
```



Code

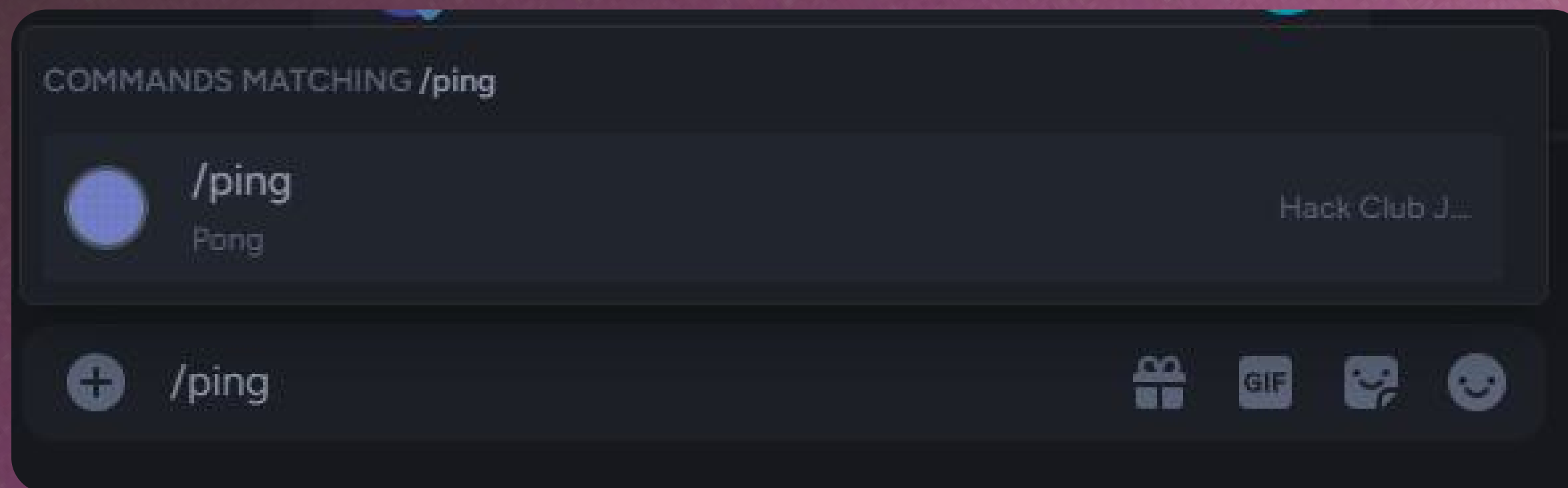
```
private ShardManager shardManager; 2 usages

public Main() throws LoginException, InterruptedException { 1 usage new*
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    builder.enableIntents(GatewayIntent.GUILD_MEMBERS, GatewayIntent.GUILD_MESSAGES, Gate
    shardManager = builder.build();
    shardManager.addEventListener(
        new SlashCommandManager()
    );
}

public static void main(String[] args) { new*
    try {
        Main bot = new Main();
    } catch (LoginException e) {
        System.out.println("Bot token invalid!");
    } catch (InterruptedException e) {
        throw new RuntimeException(e);
    }
}
```



Demo



Demo



Code



Code

```
if (event.getName().equals("ping")) {  
  
}
```



Code

```
event.reply("Message what you want to reply with!").queue;
```



Code

```
public class Ping extends ListenerAdapter { no usages new *
    @Override no usages new *
    public void onSlashCommandInteraction(SlashCommandInteractionEvent event) {
        if (event.getName().equals("ping")) {
            event.reply( content: "Pong").queue();
        }
    }
}
```



Done

