```
when Button1 .Click
do   call SpeechRecognizer1 .GetText


initialize global input to " "


when SpeechRecognizer1 .AfterGettingText
  result   partial
do   set global input to   get result
     call speech


to speech
do   if    contains text  get global input  or  contains text  get global input
                   piece  " hi "                      piece  " hello "
     then  set Label1 . Text to  pick a random item list  make a list  " Hey "
                                                                        " Hello "
                                                                        " Hi "
           call TextToSpeech1 .Speak
                        message  Label1 . Text

     if    contains text  get global input
                   piece  " how are you "
     then  set Label1 . Text to  pick a random item list  make a list  " I am good "
                                                                        " I am fine "
           call TextToSpeech1 .Speak
                        message  Label1 . Text

     if    contains text  get global input
                   piece  " how is your day "
     then  set Label1 . Text to  pick a random item list  make a list  " It is been great "
                                                                        " I am well "
           call TextToSpeech1 .Speak
                        message  Label1 . Text

     if    contains text  get global input
                   piece  " goodbye "
     then  set Label1 . Text to  pick a random item list  make a list  " Bye "
                                                                        " Have a good day "
                                                                        " Take care "
                                                                        " See you "
           call TextToSpeech1 .Speak
                        message  Label1 . Text
```