Code for communication idols using ai to remove addiction in children

```
import random

class CommunicationIdol:
    def __init__(self, name, favorite_activities):
        self.name = name
        self.favorite_activities = favorite_activities
        self.addiction_level = 0

    def greet(self):
        greetings = [
            f"Hello, my name is {self.name}! Let's have some fun today!",
            f"Hi there! I'm {self.name}. How are you feeling?",
            f"Hey! I'm {self.name}. What would you like to do today?"
        ]
        print(random.choice(greetings))

    def monitor_behavior(self, screen_time):
        if screen_time > 120:
            self.addiction_level += 1
        else:
            self.addiction_level = max(0, self.addiction_level - 1)

    def suggest_activity(self):
        if self.addiction_level > 3:
            print("You've been using the screen a lot. How about we try something else?")
            self.recommend_alternatives()
        else:
            activity = random.choice(self.favorite_activities)
            print(f"Let's do {activity}! It will be so much fun!")

    def recommend_alternatives(self):
        alternatives = [
            "How about reading a book together?",
            "Let's go outside and play!",
            "Maybe we could do some drawing or painting.",
            "What about helping in the kitchen? Cooking is fun!"
        ]
        print(random.choice(alternatives))

# Example usage
```

```
idol = CommunicationIdol(name="Max", favorite_activities=["playing a puzzle", "learning a new song", "doing a craft project"])

# Greet the child
idol.greet()

# Simulate monitoring screen time
screen_time = 130  # in minutes
idol.monitor_behavior(screen_time)

# Suggest an activity or alternative
idol.suggest_activity()
```