Hostel Chatbot Documentation

Summary

This is a small web-based chatbot system. It assists users in obtaining information regarding a hostel by conversing with a basic bot. The chatbot knows basic queries and provides responses based on stored information.

Purpose of the Project

- To enable users to **ask hostel questions** (such as rules, timings, etc.).
- To enable easy acquisition of **online answers** by users.
- To gain experience using Flask (Python web tool) and chatbot logic.

Tools and Technologies Used

Python – primary programming language utilized.

Flask – utilized to develop the web application.

HTML – to render the chatbot web page.

SQLite – small database utilized to store data.

1. `app.py`

- It initiates the web app and ties everything together.
- It displays the chatbot page and exchanges messages between the chatbot and user.

2. `chatbot.py`

- This script contains the chatbot's logic.
- It understands how to respond to the user's queries.
- It checks the message and selects a corresponding reply.

3. 'index.html'

- This is the chat page users view in their browser.
- It allows users to type questions and view answers.
- It appears clean and minimal.

4. `hostel.db`

This is a database file.

- It stores helpful hostel information.
- The chatbot can use the information to reply to questions.

How the App Works (Step-by-Step)

- 1. The user opens the web page.
- 2. The user enters a question into the chatbot box.
- 3. The chatbot validates the question.
- 4. The chatbot provides an answer on the screen.
- 5. The user may continue chatting or close the page.

Features

- Basic chatbot that can interpret simple hostel questions.
- Easy-to-use web interface.
- Stores and retrieves saved data from a database.
- Ideal for learning how web apps and chatbots operate.

Conclusion

This is a simple beginner chatbot website for questions related to the hostel. It displays how to combine Python, Flask, HTML, and a tiny database to create a functional chatbot system. Clean, simple, and useful!

Output:



