PROJECT CHATBOT

A BOT WHICH IS USED TO CHAT WITH THE USER AND ENTERTAIN THE USER AND IT CAN SEARCH WHAT USER DESIRE.

CHATBOT CREATED BY

MUZAMMIL REHMAN

AZEEMULLAH KHAN

HADEER-UD-DIN

ABDUL BASIT

LUQMAN MOIZ

INTRODUCTION

A CHATBOT WITH SIMPLE GUI WHICH USER IN TEXT AS WELL AS IN THE VOICE AT NORMAL SPEED SO ANY ONE CAN UNDERSTAND.CHATBOT CAN ALSO SEARCH ANYTHING FROM INTERNET USING GOOGLE SEARCH ENGINE.ANYTHING WHICH CHATBOT DOES NOT UNDERSTAND, IT WILL AUTOMATICALLY SEARCH ON INTERNET.THE CHATBOT CREATED WITH FOUR OR MORE LIBRARIES TO MAKE CHATBOT MORE EFFICIENT.CHATBOT’S ANSWERS ARE ALSO FUN TO LISTEN, AND CHATBOT IS SURELY REPLY THE RELEVANT QUESTION AND SEARCH OTHER QUESTION ON INTERNET. IT IS A VERY FAST AND SIMPLE BOT.

PROJECT MANAGEMENT

ABDUL BASIT CREATED GUI.

HADEER-UD-DIN CODE PYTTSX3

AND FIND LIBRARIES.

LUQMAN MOIZ CODE FUZZYWUZZY.

AZEEMULLAH KHAN CODE WEBBROWSER LIBRARY AND MAKE TXT FILES FOR FUZZYWUZZY.

MUZAMMIL REHMAN COMBINE ALL CODES AND UPDATE IT AS NEED AND TEST IT AND MAKE IT CORRECT.

CONCLUSION

It all starts with Hadeer-ud-din searched all libraries. Then everyone learn about their libraries on their own and post their code of Chatbot on github. Hadeer work on ‘pyttsx3’, Basit work on ‘tkinter’ (GUI), Azeemullah make ‘txt’ files for Chatbot and also work on ‘webbrowser’ library, Luqman work on fuzzywuzzy and Finally Muzammil combine codes and make changes as needed. Everyone did their part very well and all libraries are very efficient. Chatbot code completed with good team work.