

initialize global **name** to " "

initialize global **message** to " "

when **Button2** .Click

do

- set global **name** to **TextBox1** . Text
- set global **message** to join " Hello " get global **name** " how can I help you? "
- call **speak_message**

to **speak_message**

do

- set **Label2** . Text to get global **message**
- call **TextToSpeech1** .Speak message get global **message**

when **Button1** .Click

do call **SpeechRecognizer1** .GetText

when **SpeechRecognizer1** .AfterGettingText

result partial

do

- if get result = " how are you "
- then set global **message** to " I am good, hope you are also doing good. "
- call **speak_message**
- else if get result = " how many planets in the solar system " or get result = " how many planets are there "
- then set global **message** to " There are 8 planets. "
- call **speak_message**
- else call **WebView1** .GoToUrl url join " https://www.google.com/search?q= " get result
- set **WebView1** . Visible to true