

# Chatbot

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**Domain:** Python Development

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**Task-2:** Building a Chatbot using python

**Abstract:** This project focuses on the design, development, and implementation of a chatbot interface using tkinter and capable of engaging users in natural language conversations on GUI. The chatbot utilizes state-of-the-art natural language processing (NLP) techniques to understand user queries, extract relevant information, and generate appropriate responses.

**Keywords:** Tkinter- Tool Kit Interface

GUI - Graphical User Interface

**Steps that I followed:**

1. Creating Chatbot Window
2. Input and Output sections
3. Enter button and On Click Function
4. Output text and input text manipulation
5. Questions of chatbot (conversations)
6. Colour variation for user input and bot output

**Step 1 : Creating Chatbot Window**

#code

```
from tkinter import *
```

```
from tkinter import scrolledtext
```

```
root =TK()
```

```
root.title("my chat bot")
```

```
root.geometry("500x600")
```

```
header=Label(root,text="My Chat Bot",bg="Dark Blue",fg="white",font=("Georgia",24))
```

```
header.pack(fill=X,expand=True)
```

```
root.mainloop()
```

**Step 2: Input and and Output sections**

#code

```
display_text=scrolledtext.ScrolledText(root,state=DISABLED,wrap=WORD)
display_text.pack(fill=BOTH,expand=True)
```

```
Label(text="Input:").pack()
```

```
input_text=scrolledtext.ScrolledText(root,wrap=WORD,height=3)
input_text.pack(fill=BOTH,expand=True)
```

### Step 3: Enter Button Onclick function

#code

```
enter=Button(root,text="Enter",font=("Georgia",10),command=Enter)
enter.pack()
```

### Step 4: Input and Output Text manipulation

#code

```
def Enter():

    UserInput=input_text.get("1.0",END).strip()
    display_text.config(state=NORMAL)
    display_text.insert(END,"You: "+UserInput+"\n","user")
    UserInput=UserInput.lower()

    if any(x in UserInput for x in greetings):
        display_text.insert(END,"Bot: "+"Hi! How Can I help u?\n","bot")

    elif any(x in UserInput for x in emotions):
        display_text.insert(END, "Bot: " + "I am Bot does not have emotions\n", "bot")

    elif any(x in UserInput for x in creator):
        display_text.insert(END, "Bot: " + "SISINDRI \n", "bot")

    else:
        display_text.insert(END, "Bot: " + "Not sure How to Reply!\n", "bot")

    display_text.config(state=DISABLED)
    input_text.delete("1.0",END)
```

### Step 5: Questions of chatbot (conversations)

#code

```
greetings=["hi","hello","namaste","hii","good morning","good evening","good afternoon"]
emotions=["how are you","how are you ?","do you like people","i love you","marry me"]
about=["what is your name ?","what is your name","who are you ?","who are you"]
```

```

dos=["what can you do","what is your capacity","what is your capabilities","how can you help me","help me"]
thanks=["thanks","thank you","thank you so much"]
bye=["goodbye","bye","see you later","see ya"]
joke=["tell me a joke","joke","tell me something","funny","comedy"]
creator=["who made you","your boss","your creator","who is your boss","who trained you"]

```

#add your possible conversations

### Step 6: Colour variation for user input and bot output

```

#code
display_text.tag_config("user",foreground="Red")
display_text.tag_config("bot",foreground="Green")

```

COMPLETE CODE :

```

from tkinter import *
from tkinter import scrolledtext

#define keywords for conversations

greetings=["hi","hello","namaste","hii","good morning","good evening","good afternoon"]
emotions=["how are you","how are you ?","do you like people","i love you","marry me"]
about=["what is your name ?","what is your name","who are you ?","who are you"]
dos=["what can you do","what is your capacity","what is your capabilities","how can you help me","help me"]
thanks=["thanks","thank you","thank you so much"]
bye=["goodbye","bye","see you later","see ya"]
joke=["tell me a joke","joke","tell me something","funny","comedy"]
creator=["who made you","your boss","your creator","who is your boss","who trained you"]

#add your possible conversations

#function of chat bot
def Enter():

    UserInput=input_text.get("1.0",END).strip()
    display_text.config(state=NORMAL)
    display_text.insert(END,"You: "+UserInput+"\n","user")
    UserInput=UserInput.lower()

    if any(x in UserInput for x in greetings):
        display_text.insert(END,"Bot: "+"Hi! How Can I help u?\n","bot")

    elif any(x in UserInput for x in emotions):
        display_text.insert(END, "Bot: " + "I am Bot does not have emotions\n", "bot")

    elif any(x in UserInput for x in about):
        display_text.insert(END, "Bot: " + "I'm a chatbot\n", "bot")

```

```

        elif any(x in UserInput for x in joke):
            display_text.insert(END, "Bot: " + "why do cows always wear bells ?  
because their horns didn't work \n", "bot")

        elif any(x in UserInput for x in thanks):
            display_text.insert(END, "Bot: " + "welcome\n", "bot")

        elif any(x in UserInput for x in dos):
            display_text.insert(END, "Bot: " + "I can answer questions and have  
a chat with you\n", "bot")

        elif any(x in UserInput for x in bye):
            display_text.insert(END, "Bot: " + "Have a nice day\n", "bot")

        elif any(x in UserInput for x in creator):
            display_text.insert(END, "Bot: " + "SISINDRI\n", "bot")

        else:
            display_text.insert(END, "Bot: " + "Not sure How to Reply!\n",  
"bot")

        display_text.config(state=DISABLED)
        input_text.delete("1.0",END)

#chat bot interface

root= Tk()
root.title("my chat bot")
root.geometry("500x600")

header=Label(root,text="My Chat Bot",bg="Dark  
Blue",fg="white",font=("Georgia",24))
header.pack(fill=X,expand=True)

display_text=scrolledtext.ScrolledText(root,state=DISABLED,wrap=WORD)
display_text.pack(fill=BOTH,expand=True)

Label(text="Input:").pack()

input_text=scrolledtext.ScrolledText(root,wrap=WORD,height=3)
input_text.pack(fill=BOTH,expand=True)

#text colour
display_text.tag_config("user",foreground="Red")
display_text.tag_config("bot",foreground="Green")

enter=Button(root,text="Enter",font=("Georgia",10),command=Enter)
enter.pack()

root.mainloop()

```

