



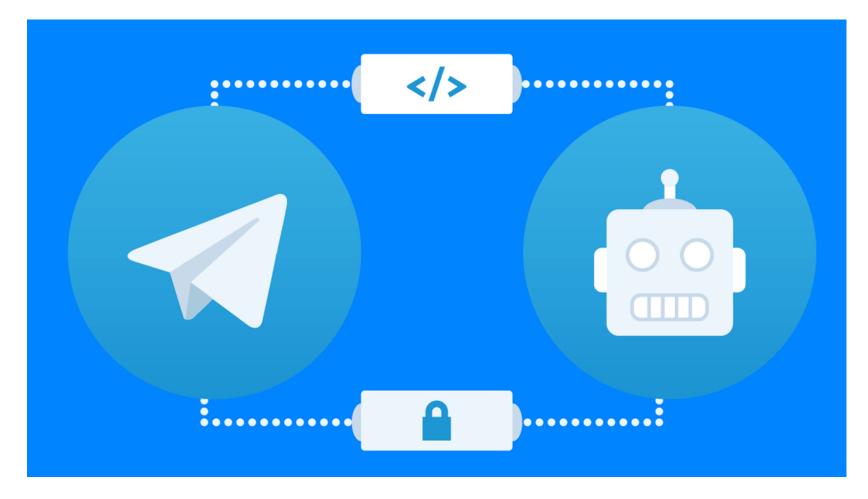
Telegram Bot API bilan ishlash



Reja:

- 1. Telegram bot
- 2. Creating new bot
- 3. Xabar jo'natish
- 4. ReplyKeyboardMarkup
- 5. InlineKeyboardMarkup

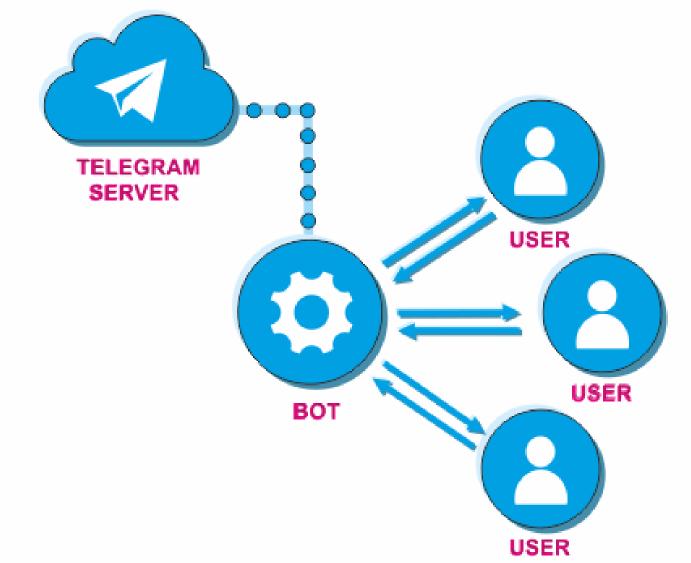






• Bot –bu Telegram ichida ishga tushadigan boshqalar(telegram ishlab chiqaruvchilari emas) tomonidan yozilgan dasturdir. User lar bot bilan xabar yuborish, buyruq jo'natish, <u>inline request</u> lar jo'natish orqali o'zaro aloqa qilishlari mumkin. Siz botingizni <u>Bot API</u> gaHTTPS so'rovlar yuborish orqali boshqarishingiz mumkin.







Telegram Bot bu – maxsus user bo'lib ular uchun telefon raqam talab qilinmaydi



Yangi bot yaratish

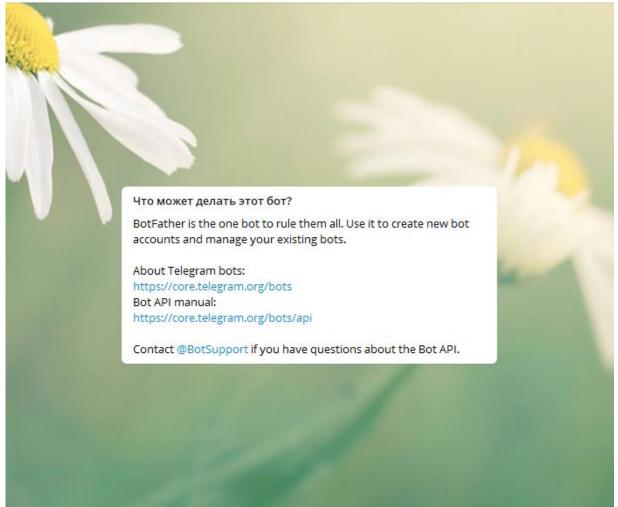


<u>BotFather</u> - Bu barcha botlarni boshqaruvchi yagona botdir. U yordamida yangi bot yaratish va mavjud botlarning sozlamalarini o'zgartirish mumkin.



@BotFather

BotFather Q :

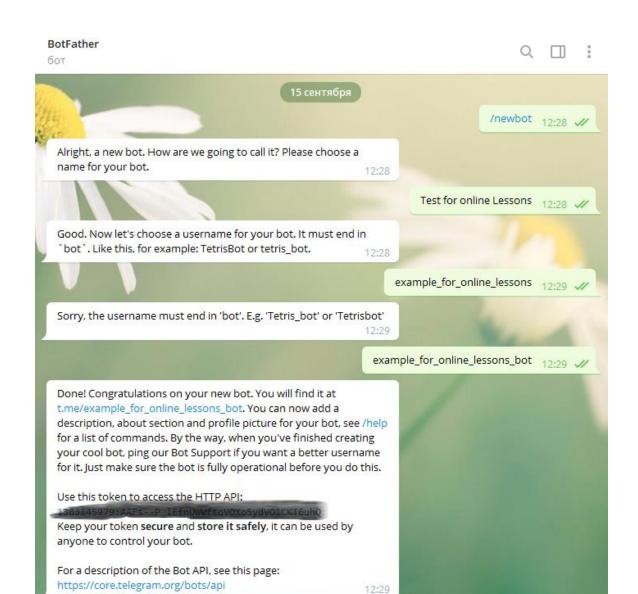




/newbot

- 1) Bot ga nom berish
- 2) Bot uchun username berish
- 3) Bot uchun token olish



















Telegram Bot API

Polling

Webhook



Dependency



```
public class ExampleBot extends TelegramLongPollingBot {
  public static void main(String[] args) {
    ApiContextInitializer.init();
    TelegramBotsApi api = new TelegramBotsApi();
    try {
      api.registerBot(new ExampleBot());
    } catch (TelegramApiRequestException e) {
      e.printStackTrace();
  @Override
  public String getBotToken() {
    return "token here";
  @Override
  public void onUpdateReceived(Update update) {}
  @Override
  public String getBotUsername() {
    return "username here";
```

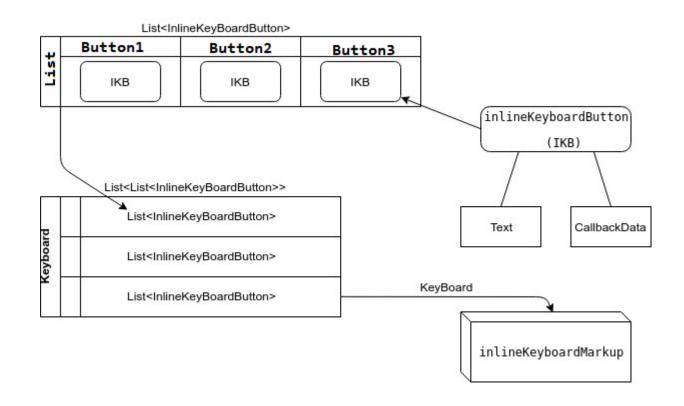


ReplyKeyboardMarkup

```
// Klaviatura yaratish
ReplyKeyboardMarkup replyKeyboardMarkup = new ReplyKeyboardMarkup();
sendMessage.setReplyMarkup(replyKeyboardMarkup);
replyKeyboardMarkup.setSelective(true);
replyKeyboardMarkup.setResizeKeyboard(true);
replyKeyboardMarkup.setOneTimeKeyboard(false);
// Klaviatura gatorlari listi
List<KeyboardRow> keyboard = new ArrayList<>();
// Klaviatura birinchi qatori
KeyboardRow keyboardFirstRow = new KeyboardRow();
// Birinchi qatorga tugma qo'shish
keyboardFirstRow.add(new KeyboardButton("Salom"));
// Klaviatura ikkinchi gatori
KeyboardRow keyboardSecondRow = new KeyboardRow();
// Ikkinchi gatorga tugma qo'shish
keyboardSecondRow.add(new KeyboardButton("Yordam"));
// Barcha qatorlarni qatorlar listiga qo'shish
keyboard.add(keyboardFirstRow);
keyboard.add(keyboardSecondRow);
// gatorlar listini klaviatura sifatida o'rnatish
replyKeyboardMarkup.setKeyboard(keyboard);
```



InlineKeyboardMarkup





```
InlineKeyboardMarkup inlineKeyboardMarkup = new InlineKeyboardMarkup();
InlineKeyboardButton inlineKeyboardButton1 = new InlineKeyboardButton();
inlineKeyboardButton1.setText("Salom");
inlineKeyboardButton1.setCallbackData("Button \"Assalomalaykum\" has been pressed");

List<InlineKeyboardButton> keyboardButtonsRow1 = new ArrayList<>();
keyboardButtonsRow1.add(inlineKeyboardButton1);

List<List<InlineKeyboardButton>> rowList = new ArrayList<>();
rowList.add(keyboardButtonsRow1);

inlineKeyboardMarkup.setKeyboard(rowList);
return new SendMessage().setChatId(chatId).setText("Example").setReplyMarkup(inlineKeyboardMarkup);
```



E'TIBORINGIZ UCHUN RAXMAT