

CREATE A CHATBOT IN PYTHON

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Introduction

- Chatbot is an automated software program that interacts with humans using natural language.
- Chatbot are programs that work on Artificial Intelligence(AI) & Machine Learning platform.
- This software program conducts conversation with users via textual methods
- In this project, Chatbot is developed using python programming language in google collabs.



ABSTRACT

- ❑ The application “CHATBOT USING PYTHON” is designed by python using JSON Database structure.
- ❑ A chatbot suits the user needs and requirements.
- ❑ Chatbots are usually a stateful services, remembering previous commands in order to provide functionality.
- ❑ It gives answers to the user in a text-based commands. The questions could be regarding college details.

EXISTING SYSTEM

- ❑ User need to personally visit the college and ask the college help desk , if the student have any queries about the college.
- ❑ It takes lot of time and money if the college is miles away from the student native place.

DISADVANTAGE:

- ❑ The chat bot system is not known to people who do not have more knowledge about the technology
- ❑ Even if there exist a chatbot system , it is not much accurate in providing the answer or solution



Chatbot Module

- ❑ To make a conversation between both human and machine.
- ❑ The machine has been embedded knowledge to identify the sentences and making a decision itself.
- ❑ User can chat with the bot it implies as if enquiring to the college person about college related activities.

PROBLEMS AND SOLUTIONS





1. REDUCE CART ABANDONMENT

One of the most prevalent challenges in e-commerce is cart abandonment, with potential customers leaving items in their carts without completing a purchase.

2. COST EFFECTIVE GLOBAL CUSTOMER SUPPORT

If you are a business owner, you know how challenging it can be to cater to the worldwide customer base, considering all the language barriers and different time zones.

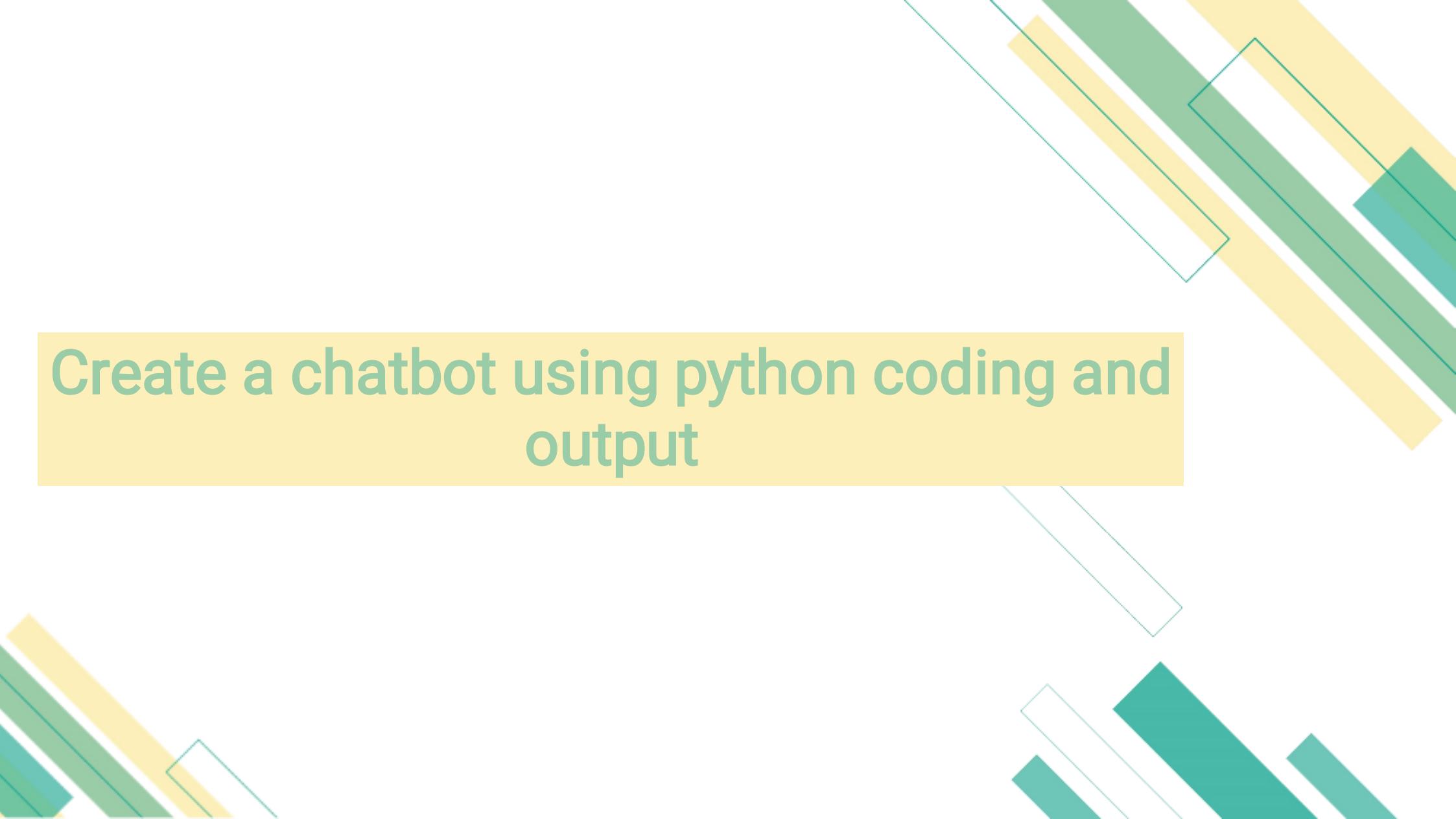


3. Adapt to growing demands

AI chatbots are an effective solution to this challenge - they can easily handle the increased volume of inquiries without additional staff.

4. Minimize human errors

You might have observed that when working in high-pressure environments, even the most experienced agents can sometimes make mistakes. This can lead to miscommunication, customer dissatisfaction, and even loss of business.



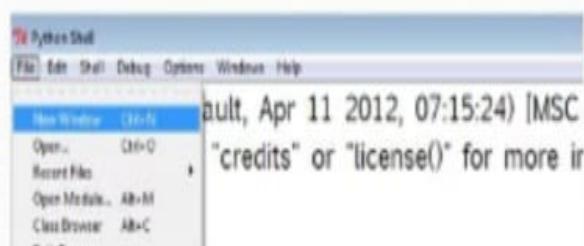
Create a chatbot using python coding and output

Creating a Simple Chatbot

Try it

- 1 Open the Python Shell IDLE GUI.

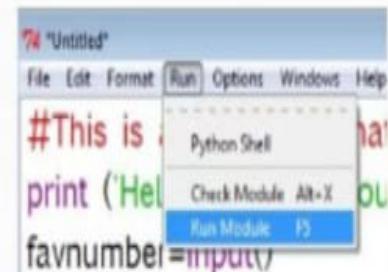
- 2 Go to File – New



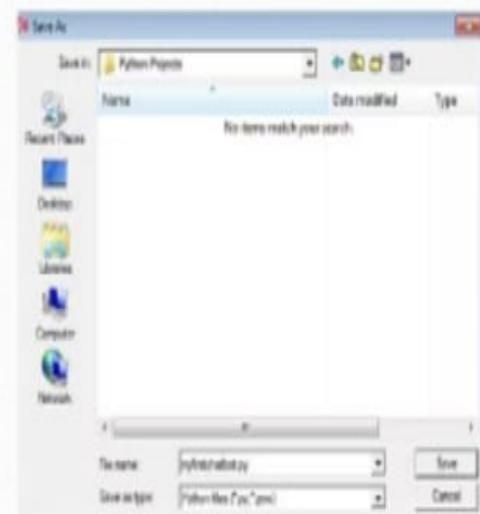
- 3 Type in the following code (the first line is a comment)

```
#This is a cool little chatbot program
print ('Hello there, do you have a favourite number?')
favnumber=input()
print (favnumber + ' is a silly number. 5.22269627 is better I think')
print ('bye for now ...')
```

- 4 Go to Run – Run Module (or just press F5)



- 5 It will prompt you to save – save as something and end it with ".py"



6

When the program runs – it will look something like this (see below)

The screenshot shows a Python Shell window. The title bar says "Python Shell". The menu bar includes File, Edit, Shell, Debug, Options, Windows, and Help. The shell window displays the following text:

```

Python 3.2.3 (default, Apr 11 2012, 07:15:24) [MSC v.150
Type "copyright", "credits" or "license()" for more information
>>> ===== RESTART =====
=>
>>>
Hello there, do you have a favourite number?
5
5 is a silly number. 5.22269627 is better I think
bye for now ...
>>>

```

Code to cut and paste

```

print('Hello there, do you have a favourite number?')
favnumber=input()
print(favnumber + ' is a silly number. 5.22269627 is better I think')
print('bye for now ...')

```

1 Open the Python Shell

2 Go to File – New Window

3 Type in or paste the code shown

4 File – Save as – Bingo.py

5 Press F5 to Run the Program!

Code to cut and paste

```

# This is a BINGO Game
import random

```

```
guessesTaken = 0
```

```

print('Hello! What is your name?')
myName = input()

```

```

number = random.randint(1, 20)
print('Well, ' + myName + ', see if you can guess the number I\'m thinking of.')
if youWin == True:
    print('You win, I\'ll say BINGO.')

```

```

while guessesTaken < 6:
    print('Take a guess.') # There are four spaces in front of print
    guess = int(input())
    guess = int(guess)
    guessesTaken = guessesTaken + 1

```

```

    if guess < number:
        print('Your guess is too low.')
    elif guess > number:
        print('That is too high.')

```

```

    if guess == number:
        break

```

```

    if guess != number:
        guessesTaken = str(guessesTaken)
        print('BINGO! GOOD JOB, ' + myName + '! You guessed the number in ' + guessesTaken + ' guesses!')

```

```

    if guess != number:
        number = str(number)
        print('Nope. The number I was thinking of was ' + number)

```

```
# This is a BINGO Game
```

```
import random
```

```
guessesTaken = 0
```

```
print('Hello! What is your name?')
```

```
myName = input()
```

```
number = random.randint(1, 20)
```

```
print('Well, ' + myName + ', see if you can guess the number between 1 and 20!')
```

```
while guessesTaken < 6:
```

```
    print('Take a guess.') # There are four spaces in front of print
```

```
    guess = input()
```

```
    guess = int(guess)
```

```
    guessesTaken = guessesTaken + 1
```

```
    if guess < number:
```

```
        print('nope too low...') # There are eight spaces in front of print
```

```
    if guess > number:
```

```
        print('that is too high.')
```

```
    if guess == number:
```

OUTPUT

Python 3.2.3 (default, Apr 11 2012, 07:15:24)

Type "copyright", "credits" or "license()" for more information.

```
>>> =====
```

```
=
```

```
>>>
```

Hello! What is your name?

Moose

Well, Moose, see if you can guess the number between 1 and 20!

Take a guess.

3

nope too low...

Take a guess.

7

nope too low...

Take a guess.

2

nope too low...

Take a guess.

0

nope too low...

Thank you

