# Ask DonJuan

* The adventure of efficient relationshipping. Bringing you one step closer to “The One”.

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## Response Base

Ground Zero (Tone) - Kind:

Hei!

Du er en super jente, morsom, søt og smart, men jeg kjenner jeg vil si til deg at det ikke kjennes helt riktig. Vi har egentlig planer i morgen, derfor føltes det best å sifra nå.

Jeg håper du får en fin tur \*\*\_\_til der hun skal i helgen\_\_\*\*. Jeg er veldig glad jeg har fått bli kjent med deg ☺

//Ole

First Response:  
"Du, har tenkt litt. Du er en utrolig kul jente som det har vært kjempegøy å være sammen med, men kjenner at det ikke føles helt riktig. Tenkte kanskje at det var greit å si ifra, før enn senere. Jeg håper du får en flott fest til helgen ☺ veldig glad for at jeg har fått bli kjent med deg."

## QueryModel

Are there more variables that would define how to respond?

public bool InRelationship { get; set; }

public int UserAge { get; set; }

public int OtherAge { get; set; }

public DateTime DatingLength { get; set; }

public enum MeanessEnum

{

Kind,

Normal,

Mean

};

## Rule Engine

To be able to set what kind of feedback DonJuan should give, we base a system on a rule engine. Giving different responses based on “InRelationship” and length of dating is necessary to become a reliable source of “break-up” responses. This is because, if you are in a relationship or you have been dating for more than 2 months, you should do it in person, but only if you go for a nice or normal response. If a person would want to be mean, sending an SMS would be just as sufficient.

Rule Engine: <http://stackoverflow.com/questions/6488034/how-to-implement-a-rule-engine>

**Using rule engines also looks good in a CV.**