

Chatbot of Interaction Application

Program:

```
def greet(bot_name, birth_year):

    print(f'Hello! My name is {bot_name} created by Abhishek Sawalkar.')

    print(f'I was created in {birth_year}.')


def remind_name():

    print('Please, remind me your name.')

    name = input()

    print(f'What a great name you have, {name}!')


def guess_age():

    print('Let me guess your age.')

    print('Enter remainders of dividing your age by 3, 5 and 7.')


    rem3 = int(input())

    rem5 = int(input())

    rem7 = int(input())

    age = (rem3 * 70 + rem5 * 21 + rem7 * 15) % 105

    print(f'Your age is {age}; that's a good time to start programming!')


def count():

    print('Now I will prove to you that I can count to any number you want.')

    num = int(input())
```

```
counter = 0

while counter <= num:

    print(f"{counter} !")

    counter += 1
```

```
def test():

    print("Let's test your programming knowledge.")

    print("Why do we use methods?")

    print("1. To repeat a statement multiple times.")

    print("2. To decompose a program into several small subroutines.")

    print("3. To determine the execution time of a program.")

    print("4. To interrupt the execution of a program.")
```

```
answer = 2

guess = int(input())

while guess != answer:

    print("Please, try again.")

    guess = int(input())
```

```
print('Completed, have a nice day!')

print('.....')

print('.....')

print('.....')
```

```
def end():  
    print('Congratulations, have a nice day!')  
    print('.....')  
    print('.....')  
    print('.....')  
    input()  
  
greet('Spark', '2022') # change it as you need  
remind_name()  
guess_age()  
count()  
test()  
end()
```

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Output:

```
Hello! My name is Spark created by Abhishek Sawalkar.
I was created in 2022.
Please, remind me your name.
Abhishek
What a great name you have, Abhishek!
Let me guess your age.
Enter remainders of dividing your age by 3, 5 and 7.
2
0
6
Your age is 20; that's a good time to start programming!
Now I will prove to you that I can count to any number you want.
5
0 !
1 !
2 !
3 !
4 !
5 !
Let's test your programming knowledge.
Why do we use methods?
1. To repeat a statement multiple times.
2. To decompose a program into several small subroutines.
3. To determine the execution time of a program.
4. To interrupt the execution of a program.
2
Completed, have a nice day!
.....
.....
.....
Congratulations, have a nice day!
```