

Intro

- Your previous experience with:
 - Programming languages
 - VCS
 - Bot frameworks
 - Azure or other cloud
- Your expectations
 - What do you want to know?
 - What makes you boring?



Prerequisites

- Git
 - Setup git: https://git-scm.com/downloads
 - Register/Sigin GitHub: https://github.com
- Node.js 8.12
 - https://nodejs.org
- Bot Framework Emulator
 - https://github.com/Microsoft/BotFramework-Emulator/releases
- Visual Studio Code
 - https://code.visualstudio.com/download
- Mongodb
 - https://www.mongodb.com/
- Azure
 - https://portal.azure.com

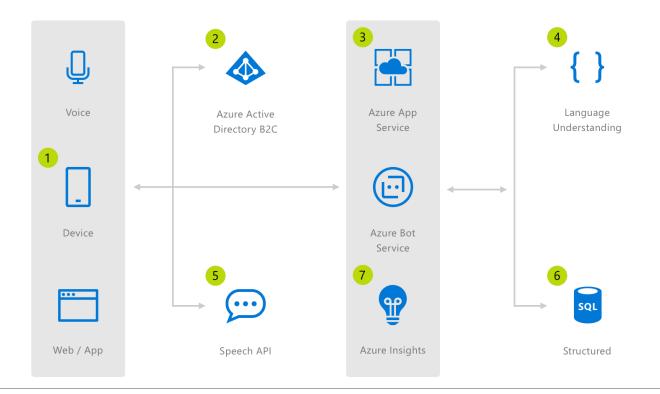


Agenda

- Bot architecture
- Console Bot
- Echo Bot
- Deploy to Azure



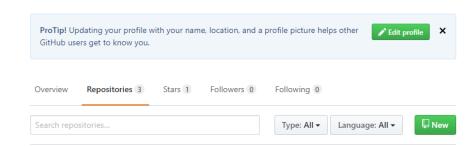
Bot architecture





Bot: init

- Create git repo Botlab
 - Click "Repositories" then "New"
- Create folder
 - C:\Users\valerii.poliakov\Documents\workshop
- Run "cmd" and navigate to created folder
- Clone from git:
 - git clone https://github.com/Valerii-Poliakov/BotLab.git
- Navigate to BotLab folder
- Create .gitignore file and add to the GitHub
 - git add .gitignore
 - git commit -m "gitignore added"
 - git push
- Run following npm command
 - npm init





.gitignore

```
# Dependency directories
node_modules/
jspm_packages/
# Optional npm cache directory
.npm
# doteny environment variables file
.env
# Other
.DS_Store
.vscode/
```



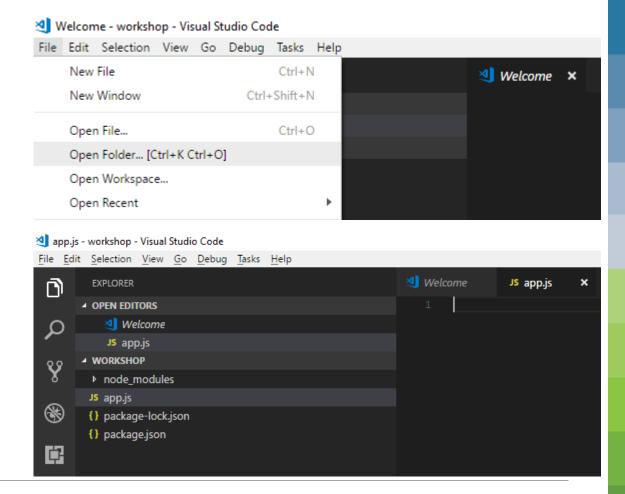
npm init

```
package name: (workshop)
version: (1.0.0)
description:
entry point: (index.js) app.js
test command:
git repository:
keywords:
author: Valerii Poliakov
license: (ISC)
About to write to C:\Users\valerii.poliakov\Documents\workshop\package.json:
  "name": "workshop",
  "version": "1.0.0",
  "description": "",
  "main": "app.js",
  "scripts": {
    "test": "echo \"Error: no test specified\" && exit 1"
  "author": "Valerii Poliakov",
  "license": "ISC"
Is this ok? (yes) y
```



Bot: init

- Install bot builder SDK
 - npm i --save botbuilder@3.15.0
- Run Visual Studio Code
 - Open folder "BotLab"
- Create a new file named app.js.





Console Bot: App.js

```
var builder = require('botbuilder');
var connector = new builder.ConsoleConnector().listen();
var bot = new builder.UniversalBot(connector, function (session) {
    session.send("You said: %s", session.message.text);
});
```



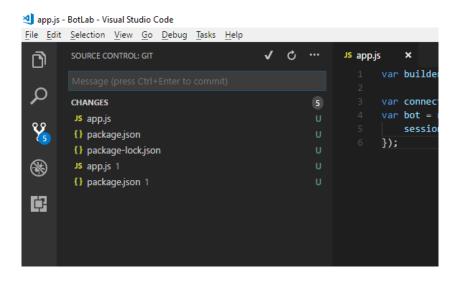
Console Bot: run

- Run bot
 - node app.js
- Test bot
 - Type any message and press enter



Push changes

- From command line:
 - git add *
 - git commit -m "commit message"
 - git push
- From UI





Echo bot

- Install Restify
 - npm i --save restify
- Modify app.js:
 - Require 'restify' module
 - Change 'ConsoleConnector' to ChatConnector
 - Add Microsoft App ID and App Passwrd.
 - Have the connector listen on an API endpoint.



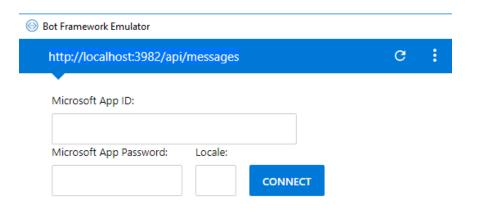
Echo Bot: app.js

```
var restify = require('restify');
var builder = require('botbuilder');
// Setup Restify Server
var server = restify.createServer();
server.listen(process.env.port || process.env.PORT || 3982, function () {
   console.log('%s listening to %s', server.name, server.url);
});
// Create chat connector for communicating with the Bot Framework Service
var connector = new builder.ChatConnector({
    appId: process.env.MicrosoftAppId,
    appPassword: process.env.MicrosoftAppPassword
});
// Listen for messages from users
server.post('/api/messages', connector.listen());
var bot = new builder.UniversalBot(connector, function (session) {
    session.send("You said: %s", session.message.text);
});
```



Echo Bot: run

- Run bot
 - node app.js
- Run botframework-emulator
- Connect to the bot
 - http://localhost:port-number/api/messages
- Chat with the bot





In Memory Storage

- Add storage for sessions.
 - const inMemoryStorage = new builder.MemoryBotStorage();
 - ..
 - var bot = new builder.UniversalBot(connector, function (session) {
 - session.send("You said: %s", session.message.text);
 - }).set('storage', inMemoryStorage);
- Gulp
 - npm i –save gulp
 - npm i --save gulp-nodemon
 - add gulpfile.js

```
const
gulp = require('gulp'),
nodemon = require('gulp-nodemon');

gulp.task('default', function() {
    nodemon({
        script: "app.js",
        ext: "js",
        ignore: ['./node_modules/**']
})
con('restart', function() {
    console.log("Chatbot restarting...");
});
});
```

i18n

```
• i18n
     • npm i --save i18n
     App.js
          var i18n = require('i18n');
          • i18n.configure({
              defaultLocale: process.env.DEFAULT_LOCALE ? process.env.DEFAULT_LOCALE : 'en',
              directory: __dirname + '/locales'
          });

    locales/en.json

     en.json
                     "greeting": "Hi! I'm your chatbot."
          • }
```



Greeting

- Add parse-inquire.js
- Modify app.js
 - var parser = require('./parse-inquire');
 - ...
 - var bot = new builder.UniversalBot(connector, function (session) {
 - session.userData.profile = parser.ParseInquire(session.message.text);
 - if (session.userData.profile.greeting) {
 - session.send(i18n.__("greeting"));
 - •
 - else {
 - session.send("You said: %s", session.message.text);
 - •
 - }).set('storage', inMemoryStorage);

```
const greetingRegExp = RegExp('hei|hallo|hello|hi', "i");

function ParseInquire(inquire) {
    let profile = {};
    let greeting = greetingRegExp.exec(inquire);
    if (greeting) {
        profile.greeting = true;
    }
    return profile;

module.exports.ParseInquire = ParseInquire;
```



Prompt user input

```
bot.dialog('requestProfile', [
   function (session, args, next) {
       session.dialogData.profile = args || {}; // set the profile or create the object
       let retryText = i18n.__('promptLocationRetry');
       if (!session.dialogData.profile.location) {
           builder.Prompts.choice(session,
               i18n. ('promptLocation'),
               "restaurant|bar",
               {listStyle: 4, retryPrompt: retryText}); // list style: auto
       else {
           next(); // skip if we already have this info
   function (session, results) {
       if (results.response) {
           session.dialogData.profile.location = results.response.entity;
       session.endDialogWithResult({ response: session.dialogData.profile });
.endConversationAction(
    "endRequest", i18n. ("stopped"),
       matches: /^cancel$|^goodbye$|^stop$/i
```



Conversation flow

- Manage conversation flow:
 - https://docs.microsoft.com/en-us/azure/bot-service/nodejs/bot-builder-nodejs-dialog-manage-conversation-flow?view=azure-bot-service-3.0

```
var bot = new builder.UniversalBot(connector, [
    function (session) {
       session.userData.profile = parser.ParseInquire(session.message.text);
       if (session.userData.profile.greeting) {
           session.send(i18n. ("greeting"));
       session.beginDialog('requestProfile', session.userData.profile);
   function (session, results) {
       session.userData.profile = results.response;
       if (session.userData.profile.location) {
           session.send("Menu for: " + session.userData.profile.location);
       else {
           session.send("Unknown location");
       session.userData.profile = {}; // answer given, forget request details
       session.endDialog();
]).set('storage', inMemoryStorage);
```



Improved perception

Modify parse-inquire.js

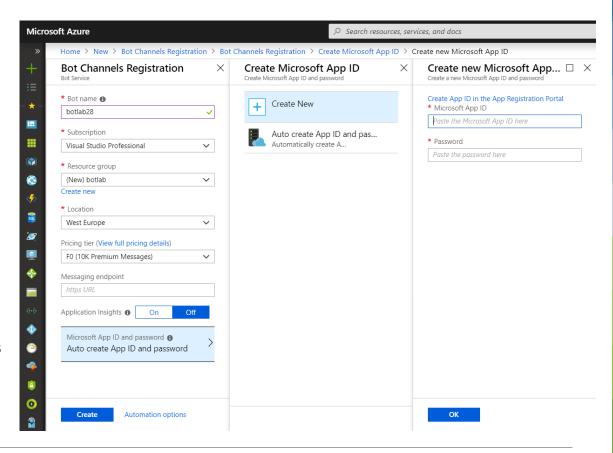
```
const LOCATION_RESTAURANT = 'restaurant';
const LOCATION BAR = 'bar';
const restaurantRegExp = RegExp('restaurant|kanteen|bistro|tavern', "i");
const barRegExp = RegExp('bar|saloon|cafe|taproom', "i");
const greetingRegExp = RegExp('hei|hallo|hello|hi', "i");
function ParseInquire(inquire) {
    let profile = {};
    if (restaurantRegExp.exec(inquire)) {
        profile.location = LOCATION RESTAURANT;
    else if (barRegExp.exec(inquire)) {
        profile.location = LOCATION BAR;
    let greeting = greetingRegExp.exec(inquire);
    if (greeting) {
        profile.greeting = true;
    return profile;
module.exports.ParseInquire = ParseInquire;
```





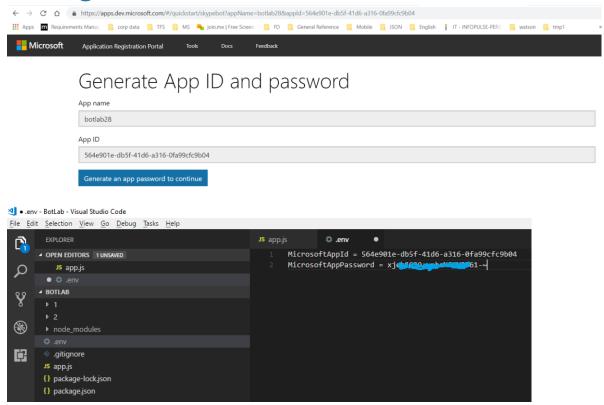
Publish Bot: Step 1

- Create .env file in your project
- Go to portal.azure.com
- Add Bot Channel Registration
 - Enter bot name
 - Create resource group
 - Choose location
 - Pricing: F0
 - Application Insights: off
 - Create App ID in the App Registration Portal
 - Copy App ID/Password to .env
 - Copy to App Id and Password fields and click OK
 - Click Create
- Wait for deployment completion





Application Registration





Publish Bot: Step 2

- Create application service (Web App)
 - App name same as bot channel registration name (not necessary but convenient)
 - Use existing resource group same as bot channel registration
 - OS: Linux
 - Runtime Stack: Node.js 8.11
 - · Click 'Create' and wait for deployment...
- Configure web app settings
 - Deployment option -> GitHub
 - Choose project
 - Choose branch (master by default)
 - Click OK
 - Set App ID and Password
 - Click 'Application Settings'
 - Startup File: app.js
 - Add new setting: MicrosoftAppId, MicrosoftAppPassword
 - Save and Restart



Publish Bot: Step 3

- Test endpoint: https://botlab28.azurewebsites.net/api/messages
- Go to our bot channel registration
- Click 'Settings'
- Set messaging endpoint:
 - https://botlab28.azurewebsites.net/api/messages
- Save
- Test in Web Chat





Setup mongodb

- Install mongodb instance
- Install "mongoose"
 - npm i --save mongoose
- Modify app.js
 - const mongoose = require('mongoose');
 - ..
 - // mongodb connection
 - mongoose.connect(process.env.MONGO_URL || 'mongodb://localhost/menu');
 - let db = mongoose.connection;
 - db.on('error', console.error.bind(console, 'connection error:'));
 - db.once('open', function() {
 - console.log("Menu DB connected.");
 - });
 - •



Model and Schema

- Create models\menu-model.js
- menu-model.js
 - const mongoose = require('mongoose'),
 - Schema = mongoose.Schema;
 - let menuModel = new Schema({
 - Place: { type: String },
 - OpeningHours: { type: String },
 - Dish: { type: String },
 - Price: { type: String }
 - });
 - module.exports = mongoose.model('Menu', menuModel);



Init DB

• Init-db.js

```
const mongoose = require('mongoose');
mongoose.connect('mongodb://localhost/menu');
let db = mongoose.connection;
db.on('error', console.error.bind(console, 'connection error:'));
db.once('open', function() {
    console.log("Menu DB connected.");
let Menu = require('./models/menu-model.js');
const testMenu = [
        "OpeningHours": "Open from 14:00 till 23:00",
        "OpeningHours": "Open from 14:00 till 23:00",
        "Place": "Bar",
        "OpeningHours": "Open from 17:00 till 1:00",
        "Dish": "Coca-cola",
        "Place": "Bar",
        "OpeningHours": "Open from 17:00 till 1:00",
        "Dish": "Juice",
testMenu.forEach( function(element) {
    let menuItem = new Menu(element);
    menuItem.save( function(err, item) {
        if (err)
            return console.error(err);
       console.log(item.Dish, 'saved.');
```



Query DB and format output

• menu-queries.js

```
function findMenu(Menu, location, day) {
    let locationReExp = new RegExp(location, "i");
    console.log("Find " + location);
   return new Promise( (resolve, reject) => {
        Menu.find( {Place: locationReExp}, function(err, menuItems){
            if (err) {
                reject(err);
            else {
                console.log('Found menu items: ');
                console.log(menuItems);
                resolve(menuItems);
function formatMenuItems(menuItems) {
    if (menuItems.length === 0)
        return "found nothing";
   let msg = menuItems[0].Place + "\n";
   msg += menuItems[0].OpeningHours + "\n";
   menuItems.forEach(meal => {
        msg += meal.Dish + ": " + meal.Price + "\n";
   return msg;
module.exports.findMenu = findMenu;
module.exports.formatMenuItems = formatMenuItems;
```

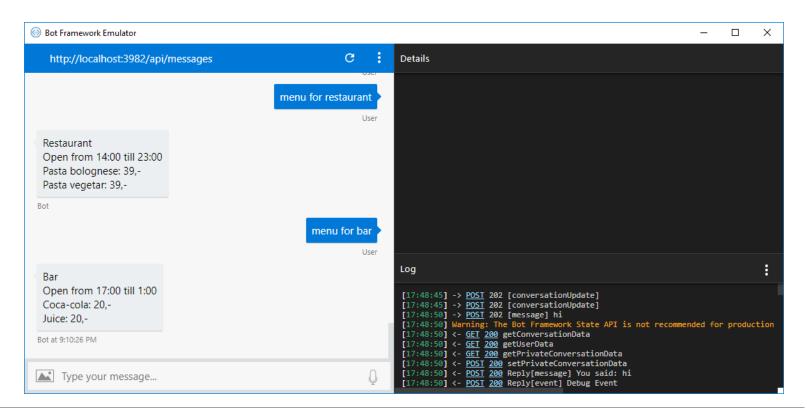


Query menu information

 Modify app.js const Menu = require('./models/menu-model.js'); const queries = require('./queries/menu-queries'); • ... • if (session.userData.profile.location) { //session.send("Menu for: " + session.userData.profile.location); queries.findMenu(Menu, session.userData.profile.location) .then((result) => { session.send(queries.formatMenuItems(result)); .catch((err) => { session.send(err) });



Demo





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