DIALOG NODES:-

This dialog node contains conditions and responses for the user input.

Dialog nodes are used to structure the conversation and determine how the chatbot responds to user inputs based on intents and entities.

Dialog nodes contain responses that the chatbot will provide when a specific condition is met.

What's the weather like today?

IF: What's the weather like today?

THEN: The weather forecast for today is [Sunny].

<u>CONDITION</u>:- "WeatherForecast" condition node checks if the user's message contains a request related to the weather. If the condition is met, the bot asks the user to specify the date and time.

RESPONSE:- The "Sherlock" bot respond it with todays weather which is Sunny

CREATING ENTITES:-

Entities are used to identify specific pieces of information within user queries. For instance, you can define entities like "Product Name," "Location," "Date," etc., to extract relevant details

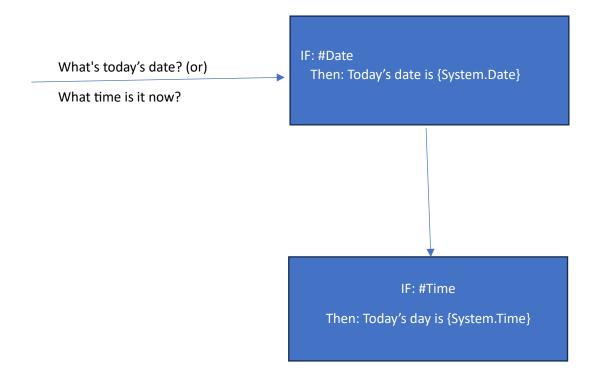
To book a appointment

Date and Time Entity: This entity will capture the date and time the user wants to schedule the appointment.

Appointment Type Entity: This entity will capture the type of appointment the user wants, such as "doctor's appointment" or "haircut."

Location Entity: This entity will capture the desired location for the appointment, if applicable.

DATE AND TIME:-



CHATBOT IMPLEMENTENTATION:

