



Imports:

The program uses the TextBlob library for sentiment analysis, which helps detect the emotional tone of user input based on its polarity.

Responses Dictionary:

It contains predefined responses for various emotions like happy, sad, angry, anxious, and more. These responses are triggered based on the emotion detected from the user's input.

Small Talk Dictionary:

This dictionary holds responses for common phrases like "hello", "thank you", and "what's your name?" It's used to handle simple, casual conversation.

detect_emotion Function:

This function analyzes the user's input using sentiment polarity. It returns an emotion based on the input:

Positive sentiment: Happy or hopeful.

Negative sentiment: Sad or angry.

Specific keywords like "bored", "anxious", or "lonely" trigger specific emotions.

respond_to_small_talk Function: This function checks if the user input matches any predefined small talk keywords (like "hello" or "thank you") and provides an appropriate response.

Main Conversation Loop (raymax function):

The program starts by greeting the user and asking how they feel.

It waits for the user's input in a loop. Based on the input:

If it's a small talk phrase, it provides a predefined response.

If it's an emotion-based input, it uses sentiment analysis to detect the mood and responds accordingly.

The loop continues until the user types "bye" or "exit," ending the conversation.

Features to Add Later (Optional)

Memory: Save previous interactions in a file to remember user preferences.

Interactive Fun: Add small games or activities for "bored" users.

Voice Interaction: Use a library like pyttsx3 for text-to-speech responses.

You can now run this program to let Raymax interact and provide emotional support!

