DRILL SERGEANT (ANTI-PROCRASTINATOR)

Domain: Utility based software.

Codename: the_alchemist

Technology, being the boon that it is to mankind, has also caused to be a main source of problem for today's youth. The opportunity to connect to the world through internet, in a way that we physically couldn't has given rise to development of social networking platforms, video streaming websites, etc. Even though they are meant to be a stress reliever, they turn out to be so addictive that we end up spending more time on them than necessary.

My project is a minimalistic approach to a utility-based software which would work alongside the user and keep a track of tasks that the user undertakes at real-time. It asks the user about the tasks that he/she needs to complete, and helps by giving some suggestions in order to complete the task with some added incentives in case of being bored at some point.

FEATURES:

The features of the system include a user-interactive questionnaire which asks the user questions about some work that he/she has to complete. It also suggests many other activities when the user is bored or feels like he/she has plenty of time than required to complete the task. These activities are suggested considering the passage of time as the task completion is considered to be of highest priority than ask other suggested fun activity.

The primary structure of questions are questions requesting a *"Yes or No"* response from the user. Each question is based on the reply from previous replies such that every event question) is a result of its previous questions. Multiple options on every question leads to a system with different paths every time based on the execution from the user.

Furthermore, the system has capabilities for looping as many times as needed until a particular task is executed. It keeps on suggesting new options to the user in case he/she doesn't feel like doing the work that is needed, and takes some break. There are many possibilities in the system to modify the questionnaire at real time based on the previously answered replies, thus giving a dynamic flow to the structure of events that may take place.

Approximately 6,291,456 paths can be taken in this small system which has a strong capability for even more functionality at real-time by changing its flow in real-time. For example, if the system suggests the user to take a break by spending some time on Facebook, it would store the information that the user has used Facebook previously, and would perhaps, recommend a restrained use of Facebook next time that it suggests the options. This, obviously would depend on the time that has passed since last recommendation. This would need incorporation of "time" in our system which would not be feasible at a prototypical level.

RULES AND DESCRIPTION:

Line 11: starter – This is the first rule that is fired in the system. The rule will be fired regardless of any case as there is no preceding rule to this one.

Line 31: have_started – This rule asks whether the user has started with the work. Options are presented in a *“Yes or No”* format.

Line 54: lying – This rule determines if the user is lying or if he/she has really started working.

Line 78: is-there-deadline – This rules ask for the deadline of the task that the user intends to complete.

Line 102: will-there-be-consequence – This rule asks for the significance of the task that the user intends to complete.

Line 127: who-affected – This rule asks if someone will be affected if the task is not completed in time.

Line 152: can-get-out – This rule asks if the user can get out of the task and shrug responsibility out of the task.

Line 177: morally-objectionable – This rule asks if it will be morally objectionable if the user gets off without doing the task.

Line 202: can-justify – This rule asks if it will be justifiable to skip the task.

Line 228: are-you-hired – This rule asks if the task that need to be completed is a task for which the user is getting paid to complete.

Line 253: can-they-see-you – This rule asks if the user’s payers can monitor his activity somehow.

Line 273: do-the-work – This rule commands the user to complete the work without any delay. The program ends at this rule.

Line 291: are-you-hungry – This rule asks if the user is hungry.

Line 313: find-some-food-yes – This rule computes options if the user is able to find some food around.

Line 322: find-some-food-no – This rule computes options if the user is unable to find some food around.

Line 340: need-to-cook – This rule computes options if the user needs to cook some food.

Line 358: no-need-to-cook – This rule computes options if the user doesn’t need to cook for eating.
Line 377: money-to-eat – This rule asks if the user has money to buy food.
Line 395: eat-out – This rule computes options for the user to eat out.
Line 421: chill-on-internet – This rule computes options for the user to blow off some steam on the internet.
Line 460: do-random-browsing – This rule computes options for the user to browse something on the internet.
Line 486: wiki-searches – This rule computes options for the user to surf some interesting webpages on wikipedia.
Line 497: reddit-searches – This rule computes options for the user to surf some interesting webpages on reddit.
Line 513: youtube-searches – This rule computes options for the user to watch some interesting videos on youtube.
Line 528: netflix-searches – This rule computes options for the user to stream some interesting videos on netflix.
Line 546: found-something-good – This rule asks if the user found anything good on the internet.
Line 566: found-something-motivational – This rule asks if the user found anything motivational on the internet.
Line 588: will-others-care – This rule computes options for posting something on user’s social network.
Line 614: socaial-network– This rule computes options for posting something on user’s social network.
Line 635: have-you-dated – This rule asks if the user has dated the person that he is chatting with.
Line 650: still-talk – This rule asks if the user is good friends with the person that he is chatting with.
Line 669: live-vicariously – This rule asks the user to live vicariously through other’s profiles and statuses.
Line 686: chat-with-someone – This rule asks the user to chat with a particular person on the internet.

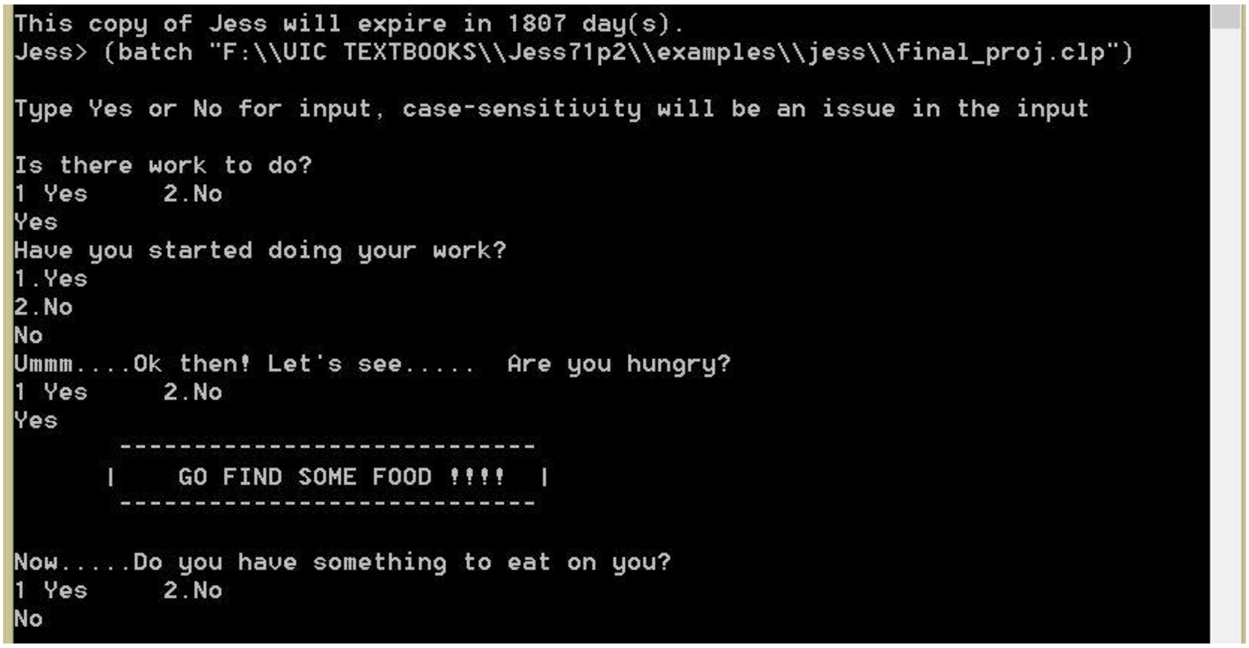
Line 710: are-they-interesting-to-chat – This rule asks the user if a particular person on the internet is good to chat with.
Line 740: check-your-mails – This rule computes options for the user’s mails.
Line 765: check-the-mail – This rule asks the user to check his mail.
Line 790: significant-time-passed – This rule asks the user if a significant amount of time has passed in order to get back to his work again.

USAGE MANUAL:

1. Unzip the package and extract the .clp file to be compiled.
2. Run the .clp file on suitable platform (Eclipse, cmd or Jess cmd).
3. For the questions asking “1.Yes 2.No”, reply exactly with either “Yes” or “No”. Case-sensitivity plays a significant role in JESS, hence, Y in Yes and N in No have to be capital.
4. When presented with multiple choices in the form of “1. … 2. … 3. …. 4. ….”, reply exactly with either “1” or “2” or “3” or “4”.
5. There is on rule which asks for “1. You 2.Someone else”, reply exactly with “You” or “Someone else” to generate a proper response.
6. The statements in squares are some sort of response by the system in return for the inputs given by the user. Most of the square-bracketed commands are followed by a question. Make sure to read and reply to the question for further computing.

OUTPUT SAMPLES:

1.



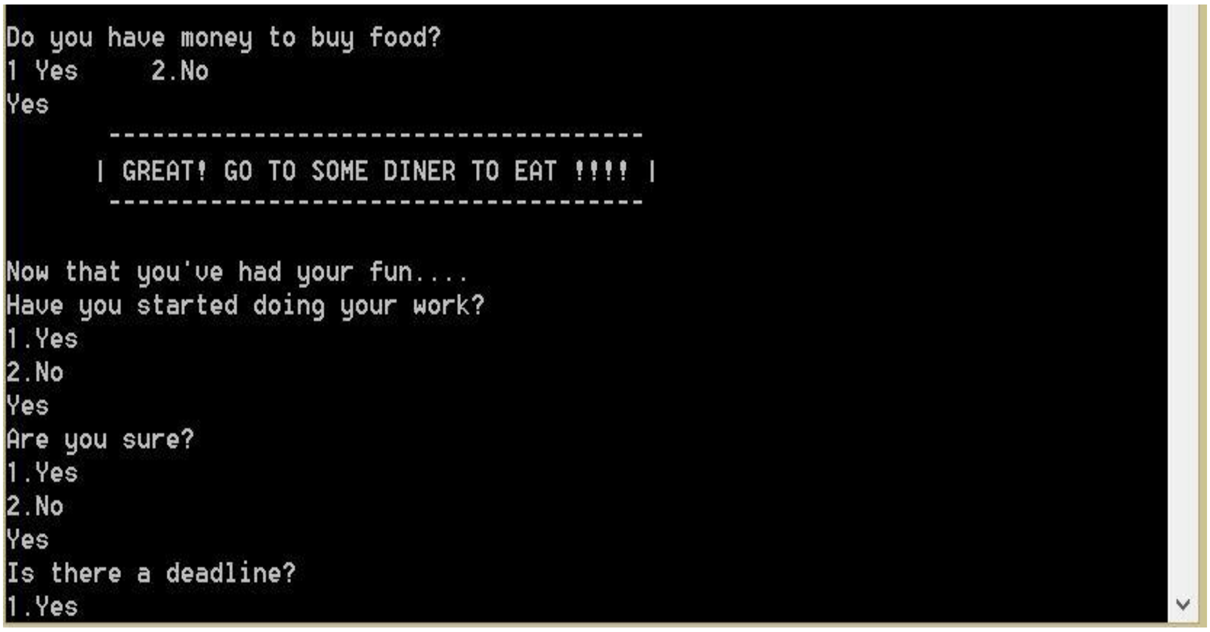
```
This copy of Jess will expire in 1807 day(s).
Jess> (batch "F:\\UIC TEXTBOOKS\\Jess71p2\\examples\\jess\\final_proj.clp")

Type Yes or No for input, case-sensitivity will be an issue in the input

Is there work to do?
1 Yes     2.No
Yes
Have you started doing your work?
1.Yes
2.No
No
Ummm....Ok then! Let's see.....  Are you hungry?
1 Yes     2.No
Yes
              ----------------------------
            |    GO FIND SOME FOOD !!!!  |
              ----------------------------

Now.....Do you have something to eat on you?
1 Yes     2.No
No
```

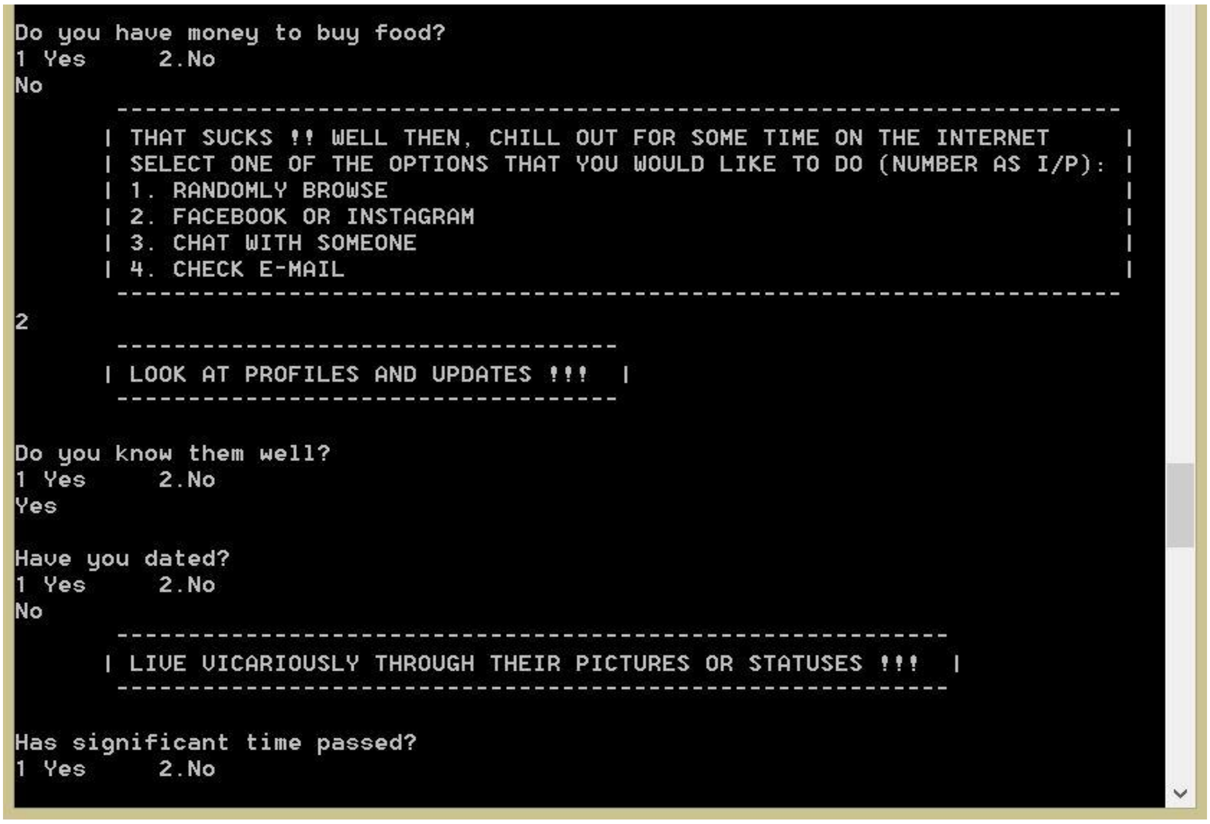
2.



```
Do you have money to buy food?
1 Yes     2.No
Yes
       ------------------------------------
      | GREAT! GO TO SOME DINER TO EAT !!!! |
       ------------------------------------

Now that you've had your fun....
Have you started doing your work?
1.Yes
2.No
Yes
Are you sure?
1.Yes
2.No
Yes
Is there a deadline?
1.Yes
```

3.



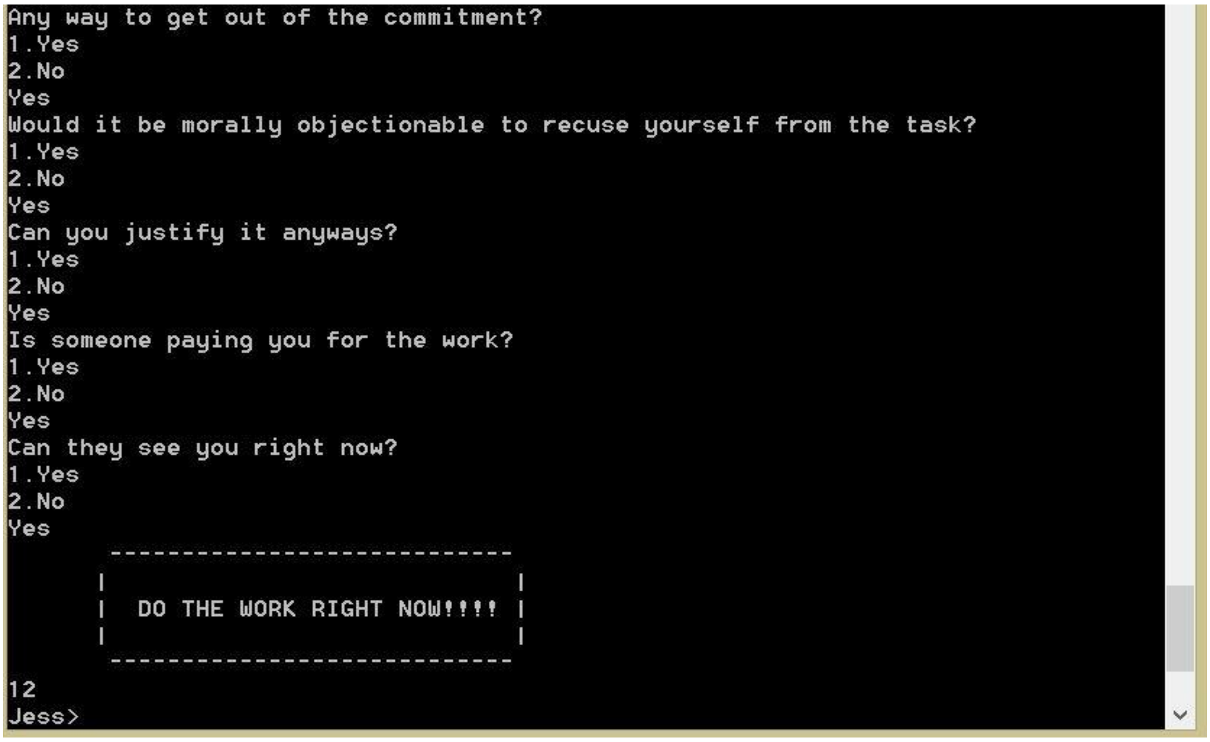
```
Do you have money to buy food?
1 Yes     2.No
No
       ----------------------------------------------------------------------
      | THAT SUCKS !! WELL THEN, CHILL OUT FOR SOME TIME ON THE INTERNET      |
      | SELECT ONE OF THE OPTIONS THAT YOU WOULD LIKE TO DO (NUMBER AS I/P): |
      | 1. RANDOMLY BROWSE                                                   |
      | 2. FACEBOOK OR INSTAGRAM                                             |
      | 3. CHAT WITH SOMEONE                                                 |
      | 4. CHECK E-MAIL                                                      |
       ----------------------------------------------------------------------
2
       -----------------------------------
      | LOOK AT PROFILES AND UPDATES !!!  |
       -----------------------------------

Do you know them well?
1 Yes     2.No
Yes

Have you dated?
1 Yes     2.No
No
       ----------------------------------------------------------
      | LIVE VICARIOUSLY THROUGH THEIR PICTURES OR STATUSES !!!  |
       ----------------------------------------------------------

Has significant time passed?
1 Yes     2.No
```

4.



```
Any way to get out of the commitment?
1.Yes
2.No
Yes
Would it be morally objectionable to recuse yourself from the task?
1.Yes
2.No
Yes
Can you justify it anyways?
1.Yes
2.No
Yes
Is someone paying you for the work?
1.Yes
2.No
Yes
Can they see you right now?
1.Yes
2.No
Yes
        ----------------------------
       |                             |
       |  DO THE WORK RIGHT NOW!!!!  |
       |                             |
        ----------------------------
12
Jess>
```

Reference:

http://www.joeydevilla.com/wordpress/wp-content/uploads/2011/02/procrastination-flowchart-1.jpg