

Tarea: Crea tu chat bot!

Programación en Bloques:

The image displays two screenshots of the MIT App Inventor web interface, showing the block-based programming for a chatbot named ChatBot_IA.

Top Screenshot: The interface shows the 'Designer' tab. The 'when Screen1.Initialize' event is triggered, followed by a 'set Web1.Url to' block with the URL 'https://generativelanguage.googleapis.com/v1beta...'. The 'set Web1.Request-Headers to' block is configured with a 'make a dictionary' block containing 'x-goog-api-key' and 'AlzaSyAqoomREnd5Z-HdTLU21WpN2pQldkaM'. The 'when BotonPreguntar.Click' event is triggered, followed by a 'call Web1.PostText' block with a 'make a dictionary' block containing 'contents' and 'parts'. The 'parts' block is further configured with a 'make a dictionary' block containing 'text' and 'Pregunta'. The 'Show Warnings' button is visible at the bottom.

Bottom Screenshot: The interface shows the 'Designer' tab. The 'when Web1.GetText' event is triggered, followed by a 'do' block containing an 'if' statement. The 'if' statement checks 'get responseCode' against '200'. If true, it sets 'CajaRespuesta.Text' to 'get value at key path' (candidates), which is further configured with a 'make a list' block containing 'candidates', 'content', 'parts', and 'text'. The 'in dictionary' block is configured with 'call Web1.JsonTextDecodeWithDictionaries' and 'jsonText' set to 'get responseContent'. If not found, it sets 'CajaRespuesta.Text' to 'get responseCode'. The 'when BotonLimpiar.Click' event is triggered, followed by a 'set (Pregunta).Text to' block.

Ejecución: