DAILY ONLINE ACTIVITIES SUMMARY

Date:	**01-07-2020**	**Name:**	**Shaima Abdul Kader**
Sem & Sec	**8th sem B sec**	**USN:**	**4AL16CS087**

Online Test Summary

Subject	**-**		
Max. Marks	**-**	**Score**	**-**

Certification Course Summary

Course	**How to build ChatBots**		
Certificate Provider	**IBM**	**Duration**	**3 Hrs**

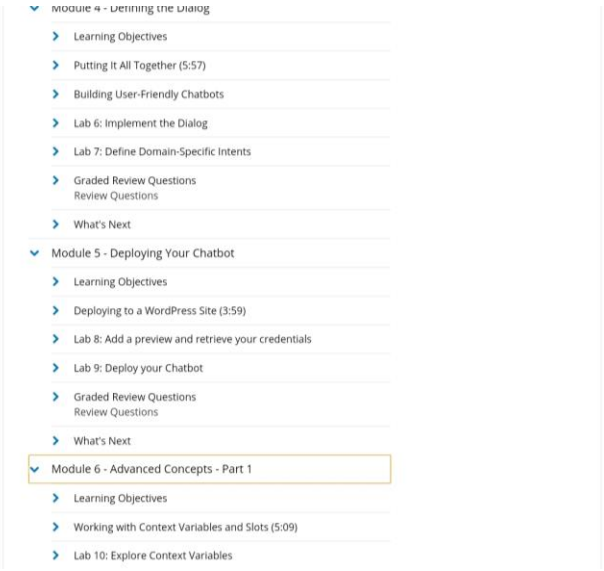
Coding Challenges

Problem Statement- : C program to check Prime Number or Not.

Status: completed

Uploaded the report in Github	**yes**
If yes Repository name	**shaima**
Uploaded the report in slack	**yes**

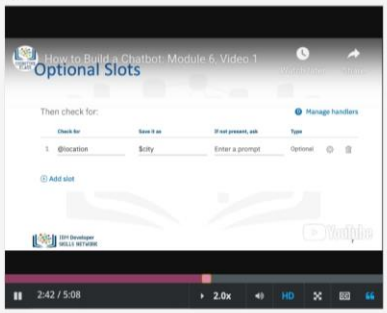
Certification Course Details: (Attach the snapshot)



Working with Context Variables and Slots (5:09)

Bookmark this page

Video



using slots.

We could for example add an optional slot to our node,

and check for a @location entity.

If one is found in the user input,

the value will then be stored in the $city context variable.

It is optional because we don't force the user to give us a city.

We simply assign it if one is provided.

So when the user asks a generic hours of operation question without specifying a location,

no context variable is set

and we can reply with a link to a page that includes all our locations and hours of operations.

But if a location is specified,

we store it in the $city context variable

Video
Download video file

Transcripts
Download SubRip (.srt) file
Download Text (.txt) file

Coding Challenges Details: (Attach the snapshot and briefly write the report for the same)

Coding was given and it was uploaded for github and slack.

```
#include <stdio.h>
int main() {
   int n, i, flag = 0;
   printf("Enter a positive integer: ");
   scanf("%d", &n);

   for (i = 2; i <= n / 2; ++i) {

      // condition for non-prime
      if (n % i == 0) {
         flag = 1;
         break;
      }
   }

   if (n == 1) {
      printf("1 is neither prime nor composite.");
   }
   else {
```

```
        if (flag == 0)
            printf("%d is a prime number.", n);
        else
            printf("%d is not a prime number.", n);
    }


    return 0;
}
```