```
    'You ask that so many times! I am Melissa.']
    tts(random.choice(messages))

def how_am_i():
    replies =['You are goddamn handsome!', 'My knees go weak when I see you.',
    'You are sexy!', 'You look like the kindest person that I have met.']
    tts(random.choice(replies))

def tell_joke():
    jokes = ['What happens to a frogs car when it breaks down? It gets toad
    away.', 'Why was six scared of seven? Because seven ate nine.', 'No, I
    always forget the punch line.']
    tts(random.choice(jokes))

def who_am_i(name):
    tts('You are ' + name + ', a brilliant person. I love you!')

def where_born():
    tts('I was created by a magician named Tanay, in India, the magical land
    of Himalayas.')

def how_are_you():
    tts('I am fine, thank you.')

def undefined():
    tts('I dont know what that means!')
```

To take care of the static replies, you import the random module on the first line. You then make an array of appropriate replies to a particular question and pass random.choice(array_of_appropriate_messages) to the tts function. This causes the virtual assistant to give different answers to a question each time the question is asked. You also add some other questions that people may feel inclined to ask a virtual assistant. You can find the code for general_conversations.py on GitHub: https://github.com/Melissa-AI/Melissa-Core/blob/master/GreyMatter/general_conversations.py.

Fixing Limitation 2

To fix the second limitation discussed earlier, edit the code in the brain.py file:

```
from GreyMatter import general_conversations

def brain(name, speech_text):
    def check_message(check):
        """
        This function checks if the items in the list (specified in
        argument) are present in the user's input speech.
        """
```