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Date: Feb 10 2022

Magpie Chatbot Lab

Directions: Make note of your responses to the following questions as you work through activities 4 and 5 of the AP Computer Science Lab Student Guide: Magpie.

Activity 4

1. In the Exploration section, how does the Magpie chatbot respond to:

I want to build a robot.	What would it mean to build a robot?
I want to understand French.	What would it mean to understand French?
Do you like me?	What makes you think that I like you?
You confuse me.	What makes you think that I confuse you?

2. After altering the code, test the code by chatting with Magpie. Test statements in the form of "I want to *something*", "I want *something*", "you *something* me", and "I *something* you". Paste your conversation below.

```
Hello, let's talk.
I want to sleep
What would it mean to sleep?
I want to eat
What would it mean to eat?
I want to solve a rubix cube
What would it mean to solve a rubix cube?
You hate me
What makes you think that I hate you?
you like me
What makes you think that I like you?
you love me
What makes you think that I love you?
I hate you
Why do you hate me?
I love you
Why do you love me?
I like you
Why do you like me?
█
```

3. When altering the code, why did you need to be careful about where you place the check for "I want *something*" statements? Use the samples to determine your answer.

I had to check for "I want" after I checked for "I want to" statements because it would find the "I want" and ignore the "to" that comes after.

Activity 5

1. Imagine you were to interview an end user and ask them to compare the version of the program before the array was added to `getRandomResponse` and the version after. What might they say?

I would expect them to say that they didn't experience a difference, because adding the array didn't affect anything the client sees.

2. Now interview the programmer for the code. How might he/she compare and contrast the two programs? Are the end user's and programmer's responses similar? Why?

The programmer would say it is more organized from a programming perspective. The clients and programmers responses aren't similar because the client is only concerned with the responses it gets from the program, not the underlying methods and organization behind it.