MPL 4

December 14, 2021

- 1 Mini Project
- 2 Level -4-
- 2.1 -Esad Simsek -
- 2.2 -06/12/2021 -
- 2.3 Version -1-
- 2.4 Summary of the Question
- Write a chat bot procedural program that can have realistic conversations with people about a specific topic -
- **2.4.1** Input_S -

What it does - This method allows the user to input a string to a reply for a question -

Implementation (how it works) – Prints the message and assigns an answer to the variable and then returns the variable–

```
[48]: public static String Input_S (String message)
{
    String answer;
    Scanner scanner = new Scanner(System.in);
    System.out.println(message);
    answer = scanner.nextLine();
    return answer;
}
```

Testing

```
[38]: Input_S("Is everything alright ?");
    Is everything alright ?
    yeah
[38]: yeah
```

```
2.4.2 - Input_i -
```

What it does - This method allows the user to input a integer to a reply for a question -

Implementation (how it works) – Prints the message and assigns an answer to the variable and then returns the variable –

```
[49]: public static int Input_i (String message)
{
    int answer;
    Scanner scanner = new Scanner(System.in);
    System.out.println(message);
    answer = scanner.nextInt();
    return answer;
}
```

Testing

```
[6]: Input_i(" What year were you born ?");
```

What year were you born ? 2003

[6]: 2003

2.4.3 – Class filmType –

What it does - Creates a new class called filmType -

Implementation (how it works) – This class has string variables which store the type of the film and aa response to it –

```
[50]: class filmType
{
    String FilmTypeName;
    String typereply;
}
```

2.4.4 - Chatbot_Greeting -

What it does - Says hi and asks the user how they are -

Implementation (how it works) – prints a message and afterwards the input_S method is used to ask how the user is –

```
}
```

```
[8]: Chatbot_Greeting();
```

```
Hello I am a Chatbot
How are you?
I am good
```

 ${\bf 2.4.5} \ - {\bf Chatbot_Interests} - \\$

What it does - The chatbot prints its interest and asks what the user likes. -

Implementation (how it works) – Prints its interest. Input_S is used to ask a question to the user. –

Testing

```
[13]: Chatbot_Interests();
```

I love to watch films and listen to music. What do you like?

So you like cars?

2.4.6 - CreateFilmType -

What it does – creates a new type of film with the information and the response that will be given by the chatbot. –

Implementation (how it works) – Using the record filmType it assign the given variables to a new record. –

```
return AA;
}
```

```
[16]: filmType horror = createFilmType("Horror", "Horror is Scary!");

filmType romance = createFilmType("Romance", "Romance is boring");

filmType superhero = createFilmType("Superhero", "Superhero films⊔

→are the best");
```

2.4.7 - printTypeReply -

What it does - Prints a reply from a record. -

Implementation (how it works) - Prints a reply from a record. -

Testing

```
[19]: printTypeReply(romance);
```

Romance is boring

2.4.8 - Film_type -

What it does - Gives responses to certain films inputed by user -

Implementation (how it works) – An if else statement is used where if the given film type matches a name in the record it gives a response if it doesnt match it says that it doesnt watch that type of film. –

```
printTypeReply(superhero);
}
else
{
    System.out.println("I dont watch that type of film :( ");
}
```

```
[25]: Film_type("Romance", horror, romance, superhero);
```

Romance is boring

2.4.9 - Movies -

What it does - the chatbot asks the user their favourite movie -

Implementation (how it works) – Prints a string, Input_S is used to ask a question to the user and calls FIlm type method and its record to get a reply. –

Testing

Horror

```
[29]: Movies (horror, romance, superhero);
```

```
Let's talk about films
What's your favourite film type?
```

Horror is Scary!

2.4.10 - NewChatBot -

What it does - the chatbot asks the user if they would like to chat again. -

Implementation (how it works) – uses the Input_S method to ask a question and returns a answer when y is true –

```
return answer.equals("y");
}
```

[31]: true

```
[31]: NewChatBot();
```

Do you want to chat(y/n)?

2.4.11 - chatbot -

What it does - This is the method that runs the program -

Implementation (how it works) – A while loop is used only when NewChatBot has a true value. This method creates record types and calls the previous methods to run the program and prints by when the loop is exited. –

Testing

```
[59]: chatbot();
```

```
Do you want to chat(y/n)?

y

Hello I am a Chatbot

How are you?

good
```

```
I love to watch films and listen to music. What do you like?

Cars

So you like Cars?

Let's talk about films

What's your favourite film type?

Superhero

Superhero films are the best

It was nice speaking with you!

Do you want to chat(y/n)?

n

Ok, time to go now. Bye!
```

2.4.12 Running the program

Run the following call to simulate running the complete program.

```
[45]: ChatBot();

Hello I am a Chatbot.
How are you?

bad

I love to watch films and listen to muic.
What do you like?

cars

So you like cars?
Let's talk about films
What's your favourite film type?

horror

Horror is Scary!
Ok, time to go now. Bye!
```

2.5 The complete program

This version will only compile here. To run it copy it into a file called initials.java on your local computer and compile and run it there.

```
import java.util.Scanner;
class filmType
    String FilmTypeName;
    String typereply;
}
class chatbot
    public static void main (String [] a)
        chatbot();
        System.exit(0);
    }
    public static String Input_S (String message)
        String answer;
        Scanner scanner = new Scanner(System.in);
        System.out.println(message);
        answer = scanner.nextLine();
        return answer;
    }
    public static int Input_i (String message)
        int answer;
        Scanner scanner = new Scanner(System.in);
        System.out.println(message);
        answer = scanner.nextInt();
        return answer;
    }
    public static void Chatbot_Greeting ()
        System.out.println("Hello I am a Chatbot");
        Input_S("How are you?");
    }
    public static void Chatbot_Interests ()
```

```
System.out.println("I love to watch films and listen to music.");
       String Chatbot_interests = Input_S("What do you like?");
       System.out.println("So you like " + Chatbot_interests + "?");
  }
  public static filmType createFilmType (String FilmTypeName, String_
→typereply)
  {
      filmType AA = new filmType();
       AA.FilmTypeName = FilmTypeName;
       AA.typereply = typereply;
      return AA;
  }
  public static void printTypeReply (filmType AA)
       System.out.println(AA.typereply);
  }
  public static void Film_type (String FilmGenre, filmType horror, filmType_
→romance, filmType superhero)
  {
       if (FilmGenre.equals(horror.FilmTypeName))
           printTypeReply(horror);
      else if (FilmGenre.equals(romance.FilmTypeName))
           printTypeReply(romance);
       else if (FilmGenre.equals(superhero.FilmTypeName))
           printTypeReply(superhero);
      }
       else
           System.out.println("I dont watch that type of film :( ");
      }
  }
  public static void Movies (filmType horror, filmType romance, filmType
⇒superhero)
  {
       System.out.println("Let's talk about films");
       String Fav_film = Input_S("What's your favourite film type?");
```

```
Film_type(Fav_film, horror, romance, superhero);
   }
   public static boolean NewChatBot()
       String answer = Input_S("Do you want to chat(y/n)?");
       return answer.equals("y");
   }
   public static void chatbot()
   {
       while(NewChatBot())
            filmType horror = createFilmType("Horror", "Horror is Scary!");
            filmType romance = createFilmType("Romance", "Romance is boring");
            filmType superhero = createFilmType("Superhero", "Superhero films_
→are the best");
            Chatbot_Greeting();
            Chatbot_Interests();
           Movies(horror, romance, superhero);
            System.out.println("It was nice to speaking with you!");
       }
        System.out.println("Ok, time to go now. Bye!");
   }
}
```

END OF LITERATE DOCUMENT