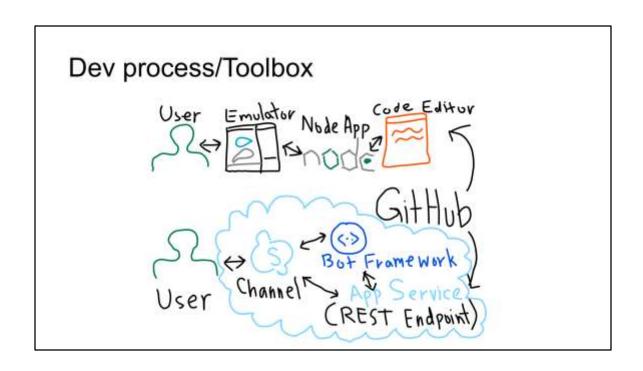


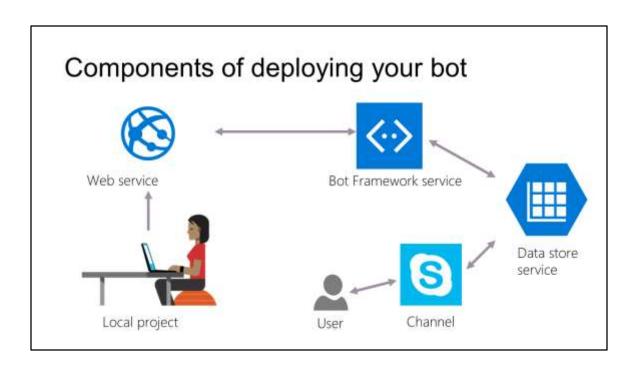
# Getting started

 $\label{lem:concepts:matter} Core\ concepts:\ https://docs.botframework.com/en-us/node/builder/guides/core-concepts/\#navtitle$ 



# JS and Node.js primer

**Whirlwind tour** 



#### Steps:

The developer writes their bot code, leveraging the BF libraries in the SDKs and APIs available

Create an endpoint for the bot to talk to in the cloud

Connect to the Bot Framework service (Connector and State services)

Pass user and conversation data between channel and Framework (data store in the state service, managed by the BF)

The user interacts with the bot on a channel of their choosing

### Session outline (and steps to releasing a bot)

- 1. Develop
- 2. Deploy
- 3. Register
- 4. Publish
- 5. Test
- Deploy a bot to Azure lab



### Concept and code: create the bot

UniversalBot – a simplified way to connect bots to dialogs

```
// Create bot
var bot = new builder.UniversalBot(connector);
// Dialog handling
bot.dialog('/', function (session) {
        session.send('Hello World');
});
```

You will use your setup environment in VSCode (or elsewhere) to work through these examples. The code is also at: https://github.com/Azure/bot-education/blob/master/Student-Resources/BOTs/Node/bot-playground/server.js

**Note on dialogs:** Bot Builder breaks conversational applications up into components called dialogs. If you think about building a conversational application in the way you'd think about building a web application, each dialog can be thought of as route within the conversational application.

From: https://docs.botframework.com/en-us/node/builder/guides/core-concepts

UniversalBot (https://docs.botframework.com/en-us/node/builder/chat-reference/classes/\_botbuilder\_d\_.universalbot)

- has a lightweight connector model and includes ChatConnector and ConsoleConnector classes
- your bot can even utilize both the ChatConnector and ConsoleConnector and others at the same time if so desired
- replaces and unifies old classes like BotConnectorBot and TextBot

- updates and changes from https://docs.botframework.com/en-us/node/builder/whats-new/

### Concept and code: create bot with handler

New code style in botbuilder release v3.5.0: create the bot with the root message handler at the start

```
var bot = new builder.UniversalBot(connector, [
    function (session) {
        // Introducing a builtin prompt
        builder.Prompts.text(session, 'Hi! What is your name?');
    },
    function (session, results) {
        // Step 2 in the waterfall
        session.send('Hello %s!', results.response);
    }
});
```

You will use your setup environment in VSCode (or elsewhere) to work through these examples.

Really a style choice

Here we are working with user data and message data

### Concept and code: dialog stack

```
var bot = new builder.UniversalBot(connector);
bot.dialog('/', [
    function (session) {
        session.beginDialog('/askName');
    },
    function (session, results) {
        session.send('Hello %s!', results.response);
    }
});

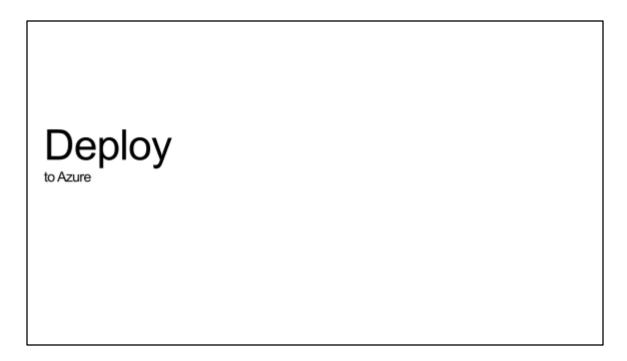
bot.dialog('/askName', [
    function (session) {
        builder.Prompts.text(session, 'Hi! What is your name?');
    },
    function (session, results) {
        session.endDialogWithResult(results);
    }
});
```

You will use your setup environment in VSCode (or elsewhere) to work through these examples.

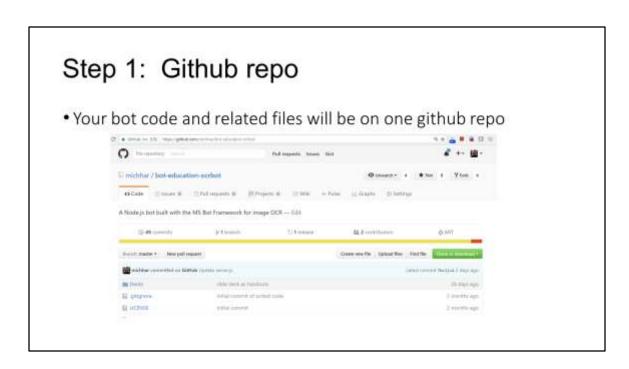
Here let's assume we've created out bot as in the previous slide (var bot = ...)

beginDialog - pushes data onto the "stack"
endDialogWithResults - pops data off of the "stack" and in this case returns the
results (we could have done some more interesting things with the data of course...)

Note: both dialog "routes" have small waterfalls



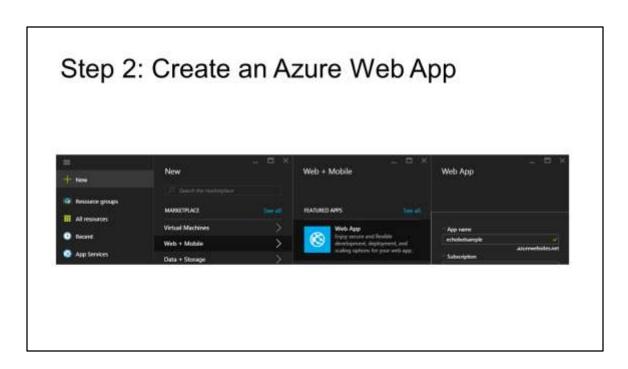
https://docs.botframework.com/en-us/node/builder/guides/deploying-to-azure/#step-1-get-a-github-repo



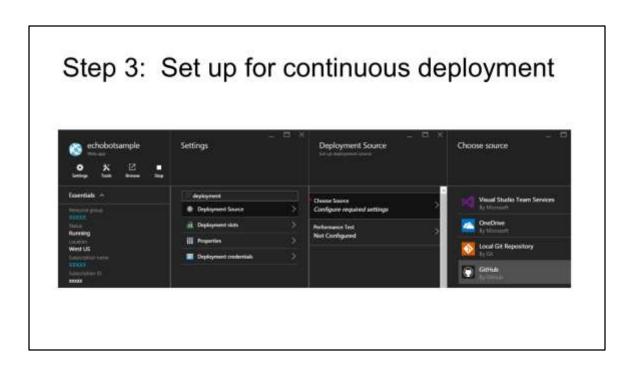
For example: https://github.com/michhar/bot-education-ocrbot

Either fork this repo or create your own and place your bot code in it (the server.js and any additional necessary files; I usually like to include the package.json)

Note: there are other deployment methods



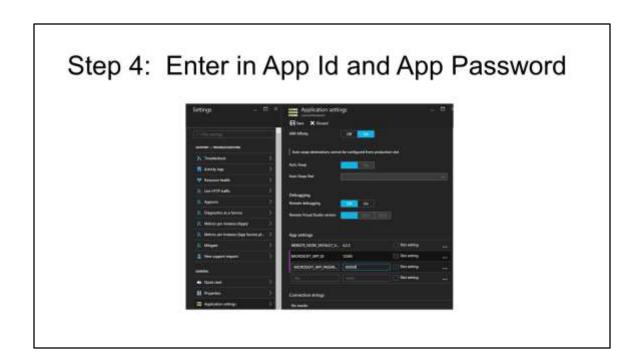
In azure portal: https://portal.azure.com



In azure portal: https://portal.azure.com

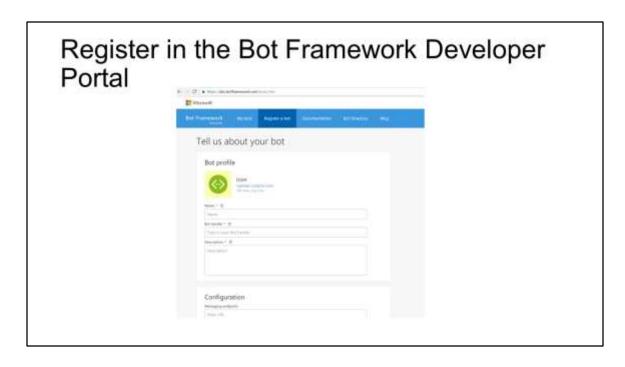
Select github and enter your credentials for GitHub when asked.

Click on Browse to test the deployment. Should see the message from the index.html file.



This allows the password to be safe and guarded.

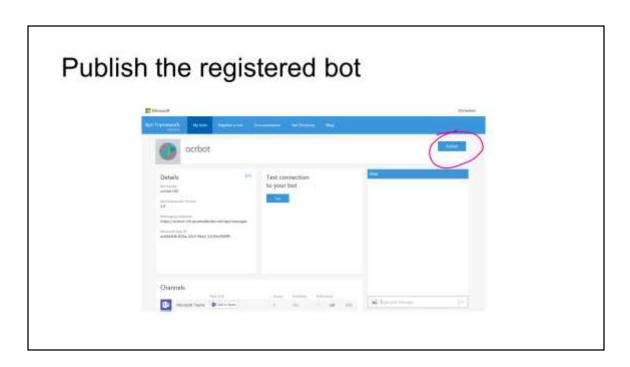
# Register in the Developer Portal



On https://dev.botframework.com click on "Register a bot"

## Publish to the Bot Directory

In the Developer Portal



If you wish – it will then be reviewed and surface in the Bot Directory Review guidelines: https://docs.botframework.com/en-us/directory/review-guidelines/

# Test connection and conversation

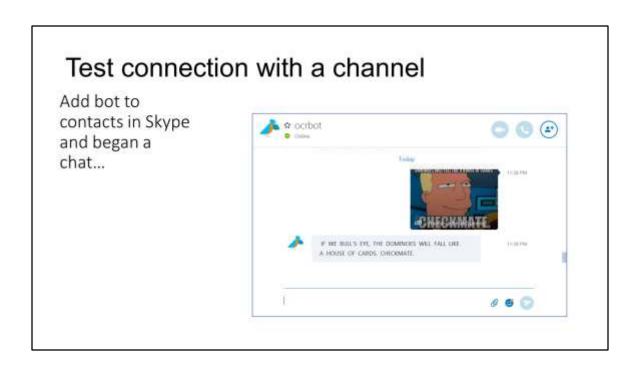
### Test the connection to your bot

- Simply test connection from the bot developer portal by going to "My bots" in top menu bar
- Also, test with the Chat window and/or add to channels

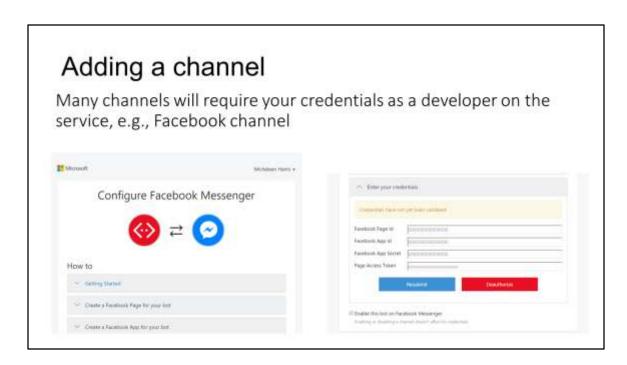
Test connection to your bot



### Test connection with channels Test bot with a pre-configured channels Channels Test link Issues Enabled Published Microsoft Teams Add to Teams Edit ( Add to Skype ) Skype Yes Edit Web Chat Edit Get but embed codes



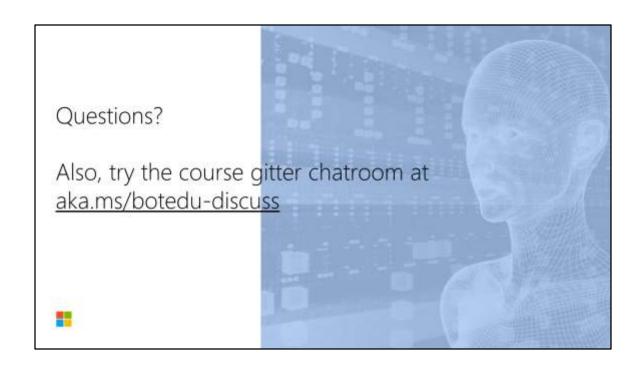
From developer portal page, clicked on test link "Add to Skype" and added bot to my contacts for testing.



Often, the most time will be spent configuring your credentials as a developer on the target service, registering your app, and getting a set of Oauth keys that Microsoft Bot Framework can use on your behalf

### Next steps

- · Publish to Bot Directory
- · Add bot diagnostics and telemetry with Azure App Insights
- Sign up as a developer for other channels supported by the Bot Framework and begin chatting on those as well
- · Create more bots!



### Deploy a bot to Azure

For Skype and Teams

Fork this project into your own github account: https://github.com/michhar/bot-education-ocrbot

Another good set of instructions here: https://michhar.github.io/notes\_posts/ocrbot-makes-a-connection