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Факультет «Информатика и системы управления»

Кафедра ИУ5 «Системы обработки информации и управления»

Курс «Парадигмы и конструкции языков программирования»

Отчет по лабораторной работе №5

«Разработка простого бота для Telegram с использованием языка Python»

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**Описание задания**

Разработайте простого бота для Telegram. Бот должен использовать функциональность создания кнопок.

**Текст программы**

Файл main.py

import telebot

from telebot import types

import random

API\_TOKEN = '6667880476:AAFfK2B4a03kYVY2b4zk4L0UmMKAyd68Q1U'

bot = telebot.TeleBot(API\_TOKEN)

heroes = [

"Abaddon", "Alchemist", "Ancient Apparition", "Anti-Mage", "Arc Warden", "Axe",

"Bane", "Batrider", "Beastmaster", "Bloodseeker", "Bounty Hunter", "Brewmaster",

"Bristleback", "Broodmother", "Centaur Warrunner", "Chaos Knight", "Chen",

"Clinkz", "Clockwerk", "Crystal Maiden", "Dark Seer", "Dazzle", "Death Prophet",

"Disruptor", "Doom", "Dragon Knight", "Dawnbreaker", "Drow Ranger", "Earth Spirit", "Earthshaker",

"Elder Titan", "Ember Spirit", "Enchantress", "Enigma", "Faceless Void", "Grimstroke",

"Gyrocopter", "Huskar", "Hoodwink", "Invoker", "Io", "Jakiro", "Juggernaut", "Keeper of the Light",

"Kunkka", "Legion Commander", "Leshrac", "Lich", "Lifestealer", "Lina", "Lion",

"Lone Druid", "Luna", "Lycan", "Magnus", "Marci", "Mars", "Medusa", "Meepo", "Mirana",

"Monkey King", "Morphling", "Muerta", "Naga Siren", "Nature's Prophet", "Necrophos",

"Night Stalker", "Nyx Assassin", "Ogre Magi", "Omniknight", "Oracle", "Outworld Devourer",

"Pangolier", "Primal Beast", "Phantom Assassin", "Phantom Lancer", "Phoenix", "Puck", "Pudge",

"Pugna", "Queen of Pain", "Razor", "Riki", "Rubick", "Sand King", "Shadow Demon",

"Shadow Fiend", "Shadow Shaman", "Silencer", "Skywrath Mage", "Slardar", "Slark",

"Snapfire", "Sniper", "Spectre", "Spirit Breaker", "Storm Spirit", "Sven", "Techies",

"Templar Assassin", "Terrorblade", "Tidehunter", "Timbersaw", "Tinker", "Tiny",

"Treant Protector", "Troll Warlord", "Tusk", "Underlord", "Undying", "Ursa",

"Vengeful Spirit", "Venomancer", "Viper", "Visage", "Void Spirit", "Warlock", "Weaver",

"Windranger", "Winter Wyvern", "Witch Doctor", "Wraith King", "Zeus"

]

@bot.message\_handler(commands=['start'])

def send\_random\_word(message):

random\_hero = "Spirit Breaker"

markup = get\_inline\_keyboard()

bot.send\_message(message.chat.id, f"Случайный герой: {random\_hero}", reply\_markup=markup)

def get\_inline\_keyboard():

markup = types.InlineKeyboardMarkup()

button = types.InlineKeyboardButton("Новый герой", callback\_data="new\_hero")

markup.add(button)

return markup

@bot.callback\_query\_handler(func=lambda call: call.data == "new\_hero")

def button\_click(call):

random\_hero = random.choice(heroes)

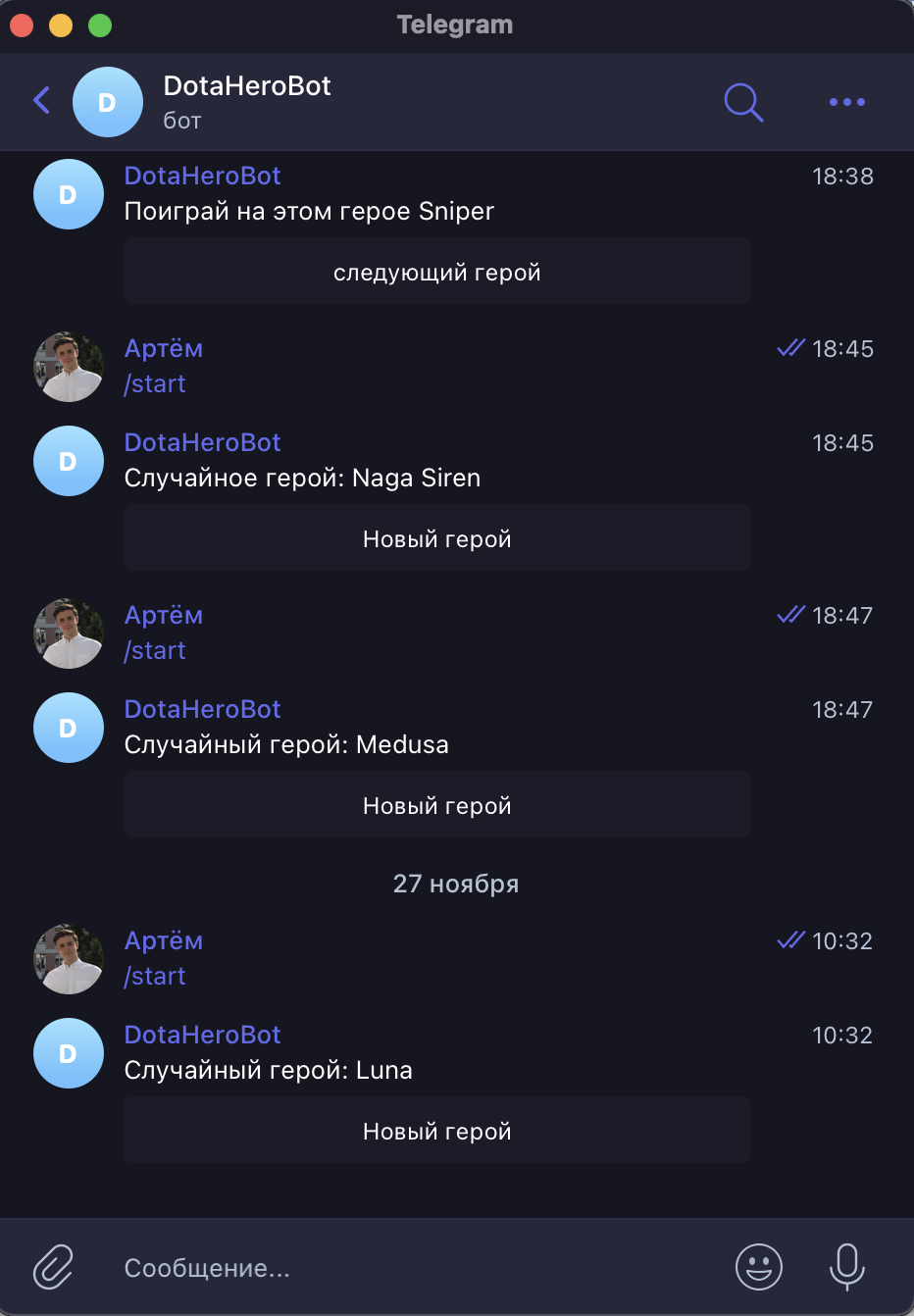
markup = get\_inline\_keyboard()

bot.edit\_message\_text(chat\_id=call.message.chat.id, message\_id=call.message.message\_id, text=f"Случайный герой: {random\_hero}", reply\_markup=markup)

if \_\_name\_\_ == '\_\_main\_\_':

bot.polling()

**Пример выполнения программы**

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