Develop an elementary chatbot for any suitable customer interaction application.

```
#include <iostream>
#include <string>
#include <vector>
#include <ctime>
const int MAX_RESP = 3;
typedef std::vector<std::string> vstring;
vstring find_match(std::string input);
void copy(char *array[], vstring &v);
typedef struct {
char *input;
char *responses[MAX_RESP];
}record;
record KnowledgeBase[] = {
{"WHAT IS YOUR NAME",
{"MY NAME IS CHATTERBOT2.",
"YOU CAN CALL ME CHATTERBOT2.",
"WHY DO YOU WANT TO KNOW MY NAME?"}
},
{"HI",
{"HI THERE!",
"HOW ARE YOU?",
"HI!"}
},
{"HOW ARE YOU",
{"I'M DOING FINE!",
"I'M DOING WELL AND YOU?",
"WHY DO YOU WANT TO KNOW HOW AM I DOING?"}
},
{"WHO ARE YOU",
```

```
{"I'M AN A.I PROGRAM.",
"I THINK THAT YOU KNOW WHO I'M.",
"WHY ARE YOU ASKING?"}
},
{"ARE YOU INTELLIGENT",
{"YES,OFCORSE.",
"WHAT DO YOU THINK?",
"ACTUALY,I'M VERY INTELLIGENT!"}
},
{"ARE YOU REAL",
{"DOES THAT QUESTION REALLY MATERS TO YOU?",
"WHAT DO YOU MEAN BY THAT?",
"I'M AS REAL AS I CAN BE."}
}
};
size_t nKnowledgeBaseSize = sizeof(KnowledgeBase)/sizeof(KnowledgeBase[0]);
int main() {
srand((unsigned) time(NULL));
 std::string sInput = "";
std::string sResponse = "";
while(1) {
std::cout << ">";
std::getline(std::cin, sInput);
vstring responses = find_match(sInput);
if(sInput == "BYE") {
std::cout << "IT WAS NICE TALKING TO YOU USER, SEE YOU NEXTTIME!" <<std::endl;
break;
}
else if(responses.size() == 0) {
std::cout << "I'M NOT SURE IF I UNDERSTAND WHAT YOU ARE TALKINGABOUT."<< std::endl;
}
```

```
else {
int nSelection = rand() % MAX_RESP;
      sResponse = responses[nSelection]; std::cout << sResponse <<</pre>
std::endl;
}
}
return 0;
}
// make a search for the user's input
// inside the database of the program
vstring find_match(std::string input) {
vstring result;
for(int i = 0; i < nKnowledgeBaseSize; ++i) {</pre>
if(std::string(KnowledgeBase[i].input) == input) {
copy(KnowledgeBase[i].responses, result);
      return result;
}
}
return result;
}
void copy(char *array[], vstring &v) {
for(int i = 0; i < MAX_RESP; ++i) {
v.push_back(array[i]);
}
}
```