1. Describe the overall purpose of the program.

I created SweetBot to create a lighthearted answering machine about Candyland. SweetBot aims to be a delightful and entertaining assistant for anyone interested in the sugary world. Whether it's a candy connoisseur, a little kid, or just a curious person, SweetBot can sweeten their knowledge about all things candy-related.

2. Describe what functionality of the program is demonstrated in the video

In the video, you can see SweetBot answering questions based on either the question as a whole, what word the question starts with, or the length of the question.

3. Describe the input and output of the program demonstrated in the video.

The user sees the program from an interface created by the python tkinter library.
When a user types in any set of questions, and then presses the ask button, a string that contains different responses shows up on top of the box. The answers may include explanations, descriptions, or an error message in the case that it does not know how to process the question.

3d)

One of the calls is based on the condition of what word the string starts with.

Another call is if and elif statements that produce results based on the length of the question asked.

The result of the first call is the string "Near the Gumdrop Mountains just past the Lollipop Woods."

The result of the second call is based on the remainder of the characters after dividing by three. If the number of characters in the string is divided by three and the remainder left is 0, it returns "Oh no! I am currently having a sugar rush but come back later for an answer. 🍬"
If the remainder is one, the result is "The answering machine is broken, but ask again later🍫."

And if the remainder is two, then the result is "Sorry, we are having a malfunction at Candyland. I'll get back to you later⏳".