WID3002

NATURAL LANGUAGE PROCESSING

CSNAVBOT

FRONT END: HTML. CSS and JAVASCRIPT

BACKEND: PYTHON + Flask

app.py

Defines a Flask web application that provides a chatbot-like interface for assisting users with navigation, events, and courses at a university.

1	**home**	The main route that renders the homepage with map, event, and course data.
2	**read_map_data, read_event_data, read_course_data**	Reads and processes map, event and course data from a Google Sheets document.
3	**location_exists, event_exists**	Checks if a given location/event exists in the map data.
4	**get_nav_image**	Generates a navigation image based on the user's start and destination points.
5	**get_stored_data**	Returns stored navigation answers and current session data.
6	**get_bot_response**	Processes user input and returns a bot response for navigation help.

pngcsv.py

loads an image of a floor plan, preprocesses it, and then extracts the pixel data to create a simplified representation of the floor plan in a CSV

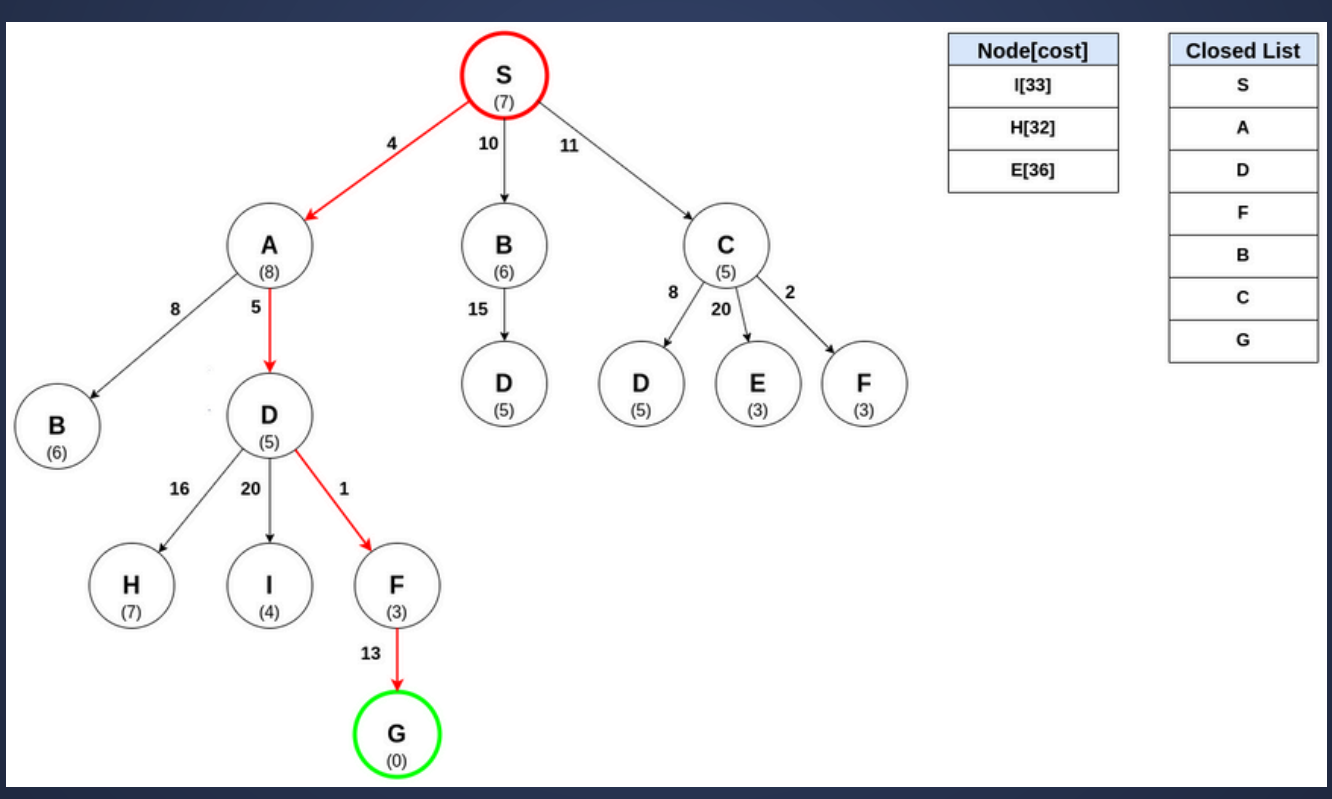
1	**Image Loading**	The script loads an image from a specified path and resizes it.
2	**Convert Grayscale**	Converts the image to grayscale.
3	**Thresholding**	Applies a binary threshold to separate the image content from the background.
4	**Contour Detection**	Finds contours in the thresholded image.
5	**Data Conversion**	Converts the image data to a NumPy array, modifies it by changing specific pixel values, and removes columns containing only zeros.
6	**CSV File Creation**	Writes the processed pixel data into a CSV file

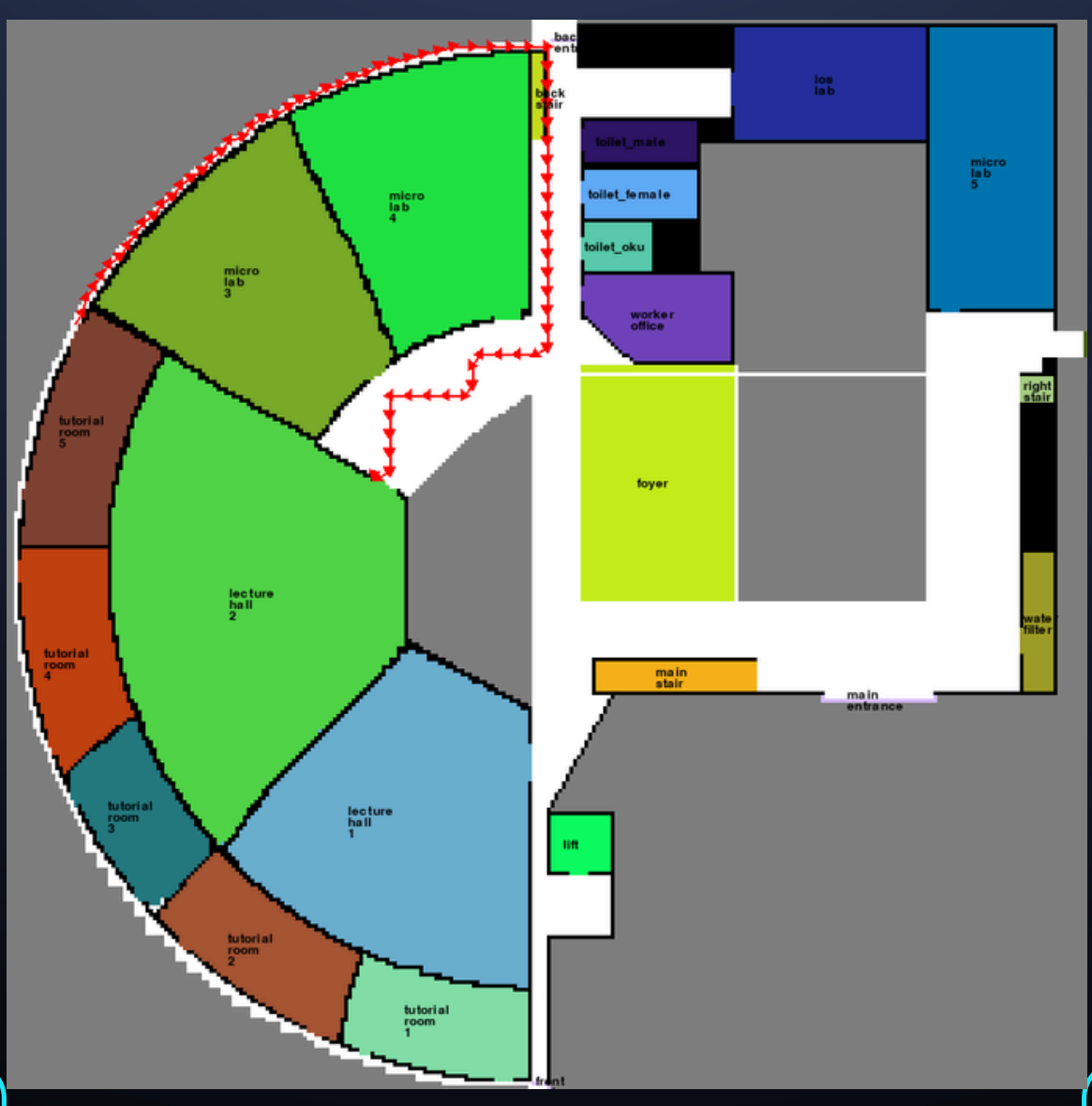
A* ALGORITHM

nav_algo.py

Contains functions related to pathfinding using the A* algorithm for navigation in a maze-like environment represented by CSV files.

1	**A* Algorithm**	It includes functions to calculate the distance and heuristic between points, and the main A* function for pathfinding.
2	**Floor Transitions**	The code handles transitions between different floors, which is useful for multi-level pathfinding scenarios.
3	**Accessibility**	There's a consideration for users with disabilities (is_OKU parameter), ensuring the path includes lifts where necessary.
4	**Dynamic Path Drawing**	Utilizes the pygame library to draw the path on a maze representation, which could be part of a graphical user interface.

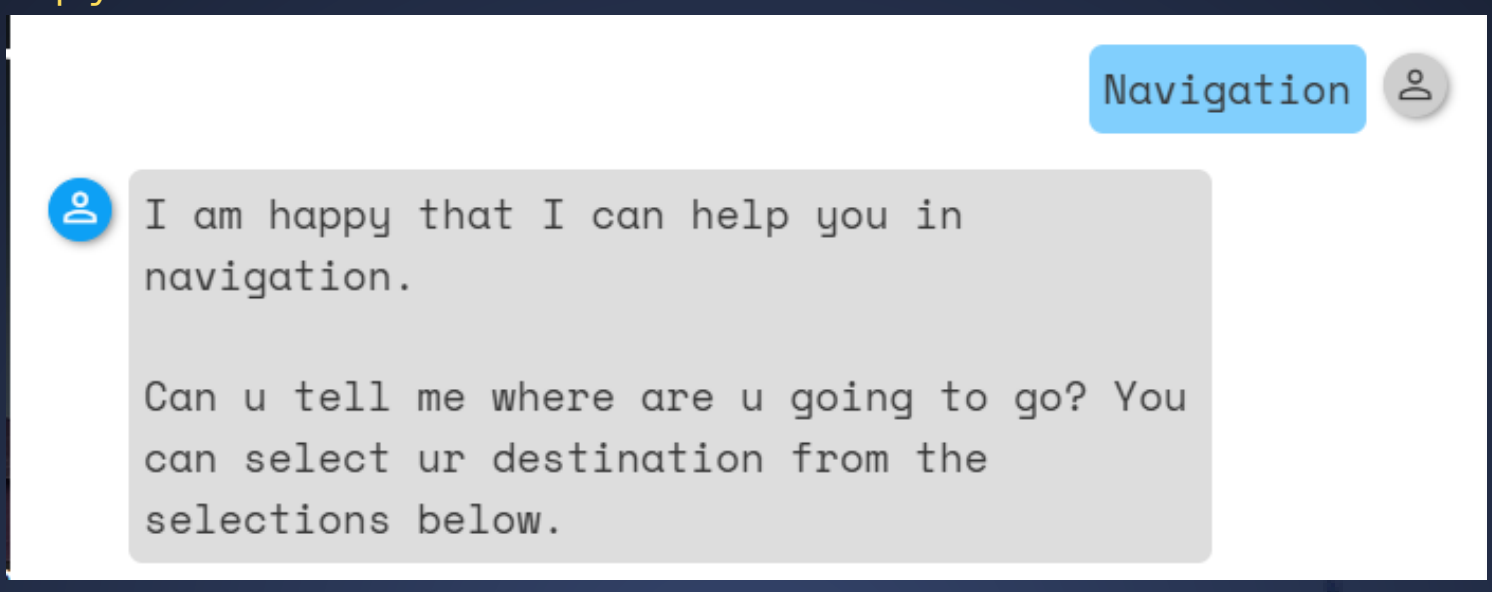




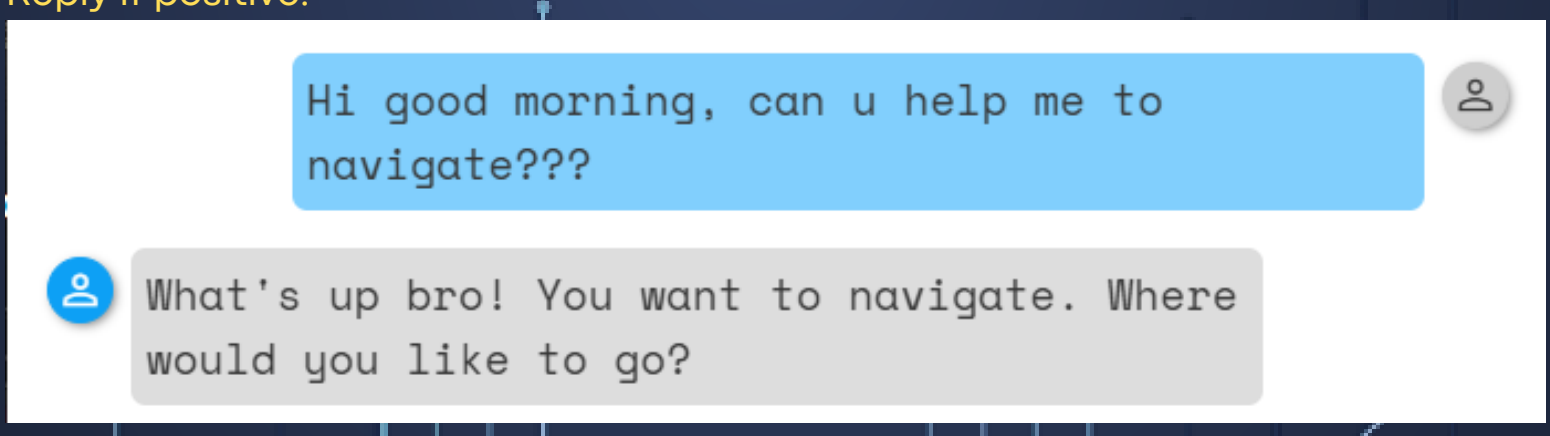
SENTIMENT ANALYSIS (TEXTBLOB)

```
# Analyze the sentiment of the user's input
blob = TextBlob(userText)
sentiment = blob.sentiment.polarity
```

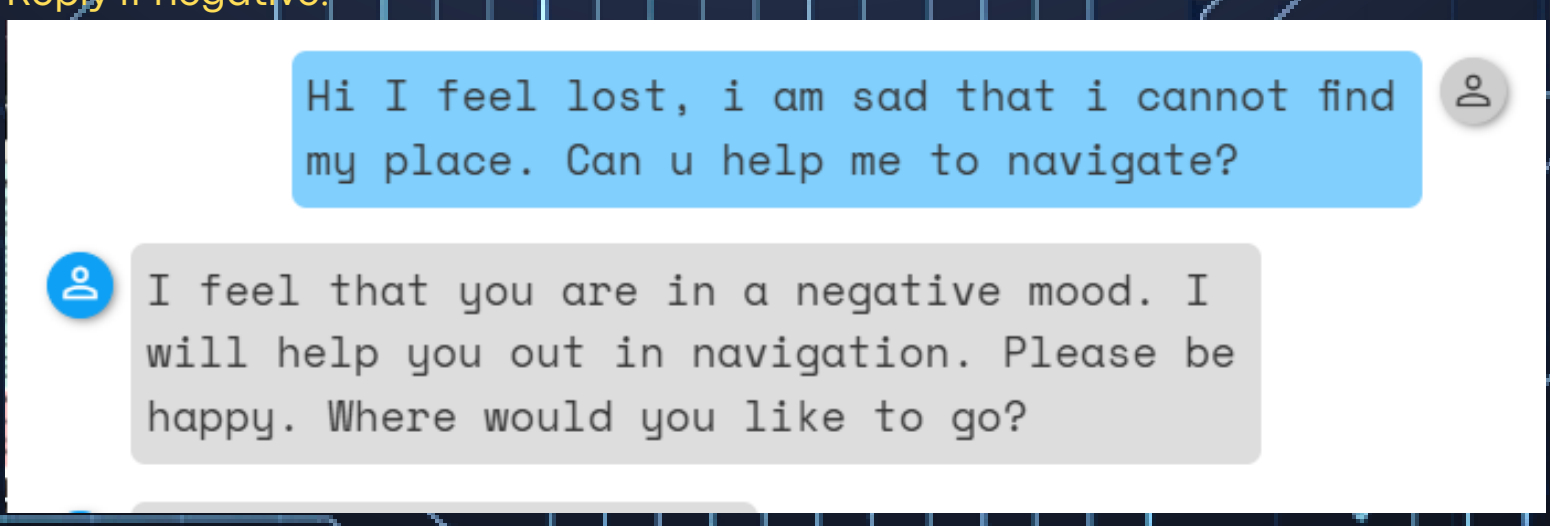
Reply if neutral:



Reply if positive:



Reply if negative:



- **Room Database**
  a. Contains information about the rooms/facilities, including location, names and so on

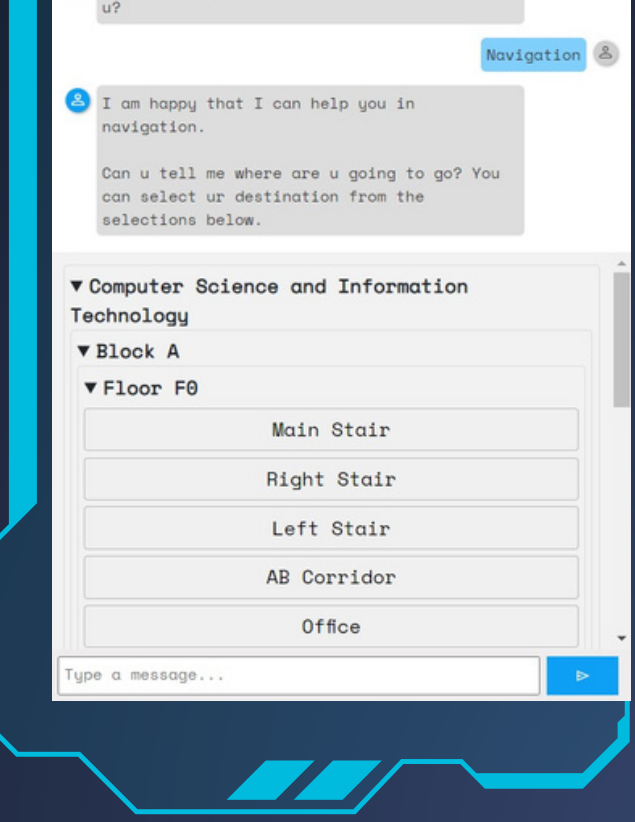
- **Transition Database**
  a. Contains data on how to transition between different floor

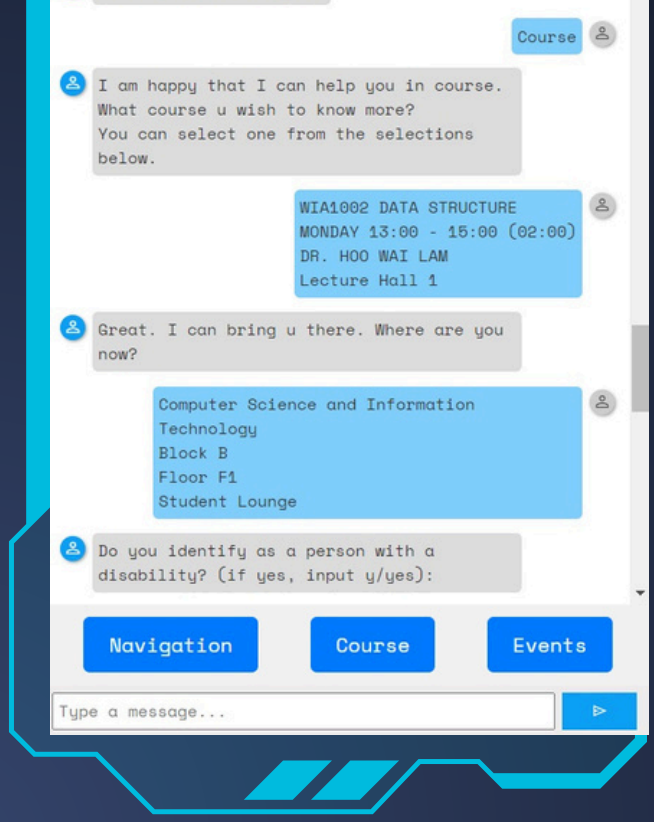
- **STU_MVT4**
  a. Data get from Maya about the courses

- **Event Database**
  a. Include schedules or occurrences in UM

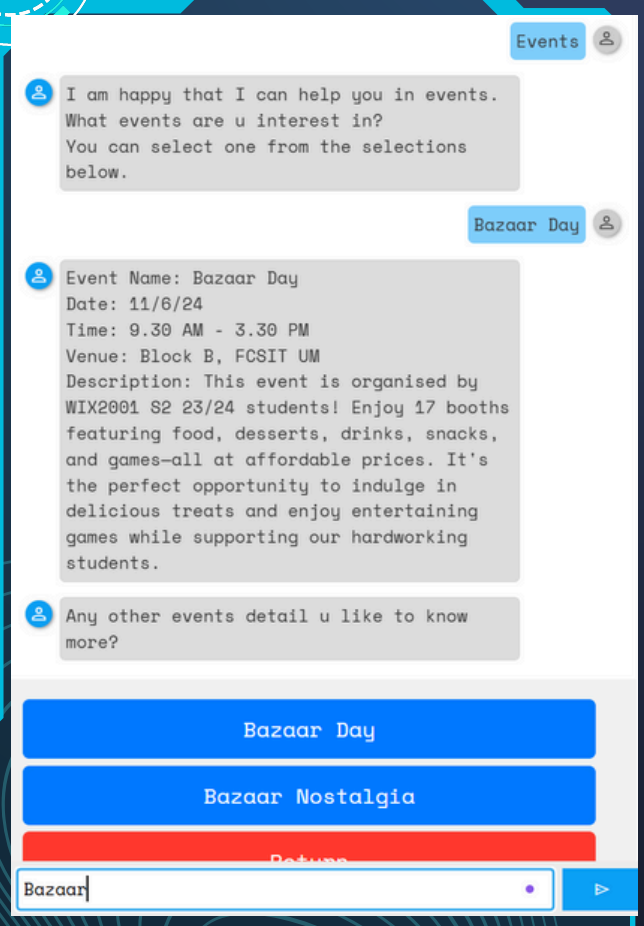
- **Map Data**
  map for different floors or buildings
  a. **AGF**
  b. **AF1**
  c. **AF2**
  d. **BGF**
  e. **BF1**
  f. **BF2**

DEMO





__navigation__



__course__

__events__

__location__

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