This program will ***hopefully*** perform a task requested by the User (tell a joke or sing a random song or recite a poem or tell them the weather) in a predefined accent, like Siri does for Apple:

aiy.audio

aiy.cloudspeech

import modules necessary for the tasks – such as these

random

voicehat

Declare variables with tuple lists that can be called on – using the random module, retrieve random tuples from the lists.

joke = (lots of different jokes here as a tuple list)

song = (lots of different songs here as a tuple list)

etc.

User presses button

Turn on

Ask "what is your name?" and store as userName.

Say "Hello + userName, my name is .... I can speak with a number of different accents; would you like to change my accent?"

if "yes" or “yeah” in text:

"Ok, what accent do you want me to speak with?"

if "english" in text:

change accent to english using library

elif "japanese" in text:

See if the user wants the AI to speak in any specific accents

change accent to japanese using library

continue this with 10-20 accents

else:

"sorry, I can't do that accent"

break loop

else:

“Ok.”

Break loop

say "What would you like me to do today? I can (list all things possible)"

while True: (big loop)

Ask the user what they want the AI to do – tell a joke or do some maths or sing a song or say the weather or repeat what [the user] says

if "joke" in text:

access random joke in tuple list and say to user.

ask if they want another joke or something else.

if another joke, access random joke in tuple list again.

if something else, break loop.

elif "song" in text:

access random song in tuple list and say to user.

ask if they want another song or something else.

if another song, access random joke in tuple list again.

if something else, break loop.

elif "math" in text:

ask if they want to add, subtract, multiply or divide the numbers

if "add" in text:

state 2 random numbers between 1 and 100

say "number1 + number2 ="

listen for the result from the user (for a few seconds)

if correct:

say "you're correct, but I got it before you"

else:

say "... is not the correct answer. I am so much cleverer than you."

elif "subtract" in text, etc. (with division, and multiplication too)

else:

say "sorry, I can't do that."

break loop

elif "weather" in text:

say "ok, I can find you the weather of any city in the world. What city would you like to hear about today?"

use weather key, define weather, use the internet to find:

temperature

country of city

weather

say "the weather in (city), (country) is (weather). the temperature is currently (temperature) degrees."

break loop

elif "repeat" in text:

say "this can help you if you want to remember something. Sometimes it's better to say what you know out loud and hear it, so that it really sinks in."

say "please, tell me something you want to hear"

listen to text

say text back to the user

break loop

else:

say "sorry, I don't think I can do that. Is there something else you want me to do?"

if “yes” in text:

repeat long loop

elif “no” in text:

say “Ok, bye. Hope to see you soon.”

Break loop