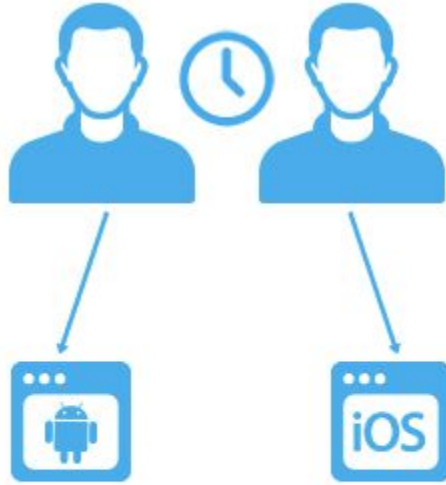# MoE Chatbot

Trung

Growth Session #8 - October 19-20 2017
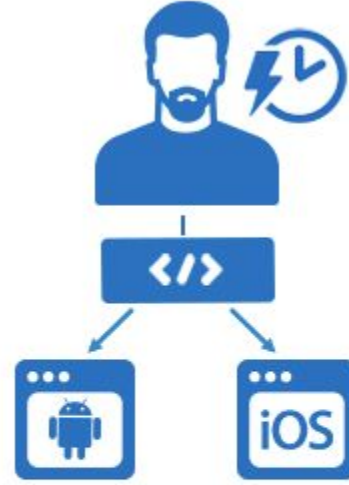
Creating a mobile cross-platform ChatBot application by using Multi-OS Engine (empowered by Intel) and workdialog.ai (former api.ai)
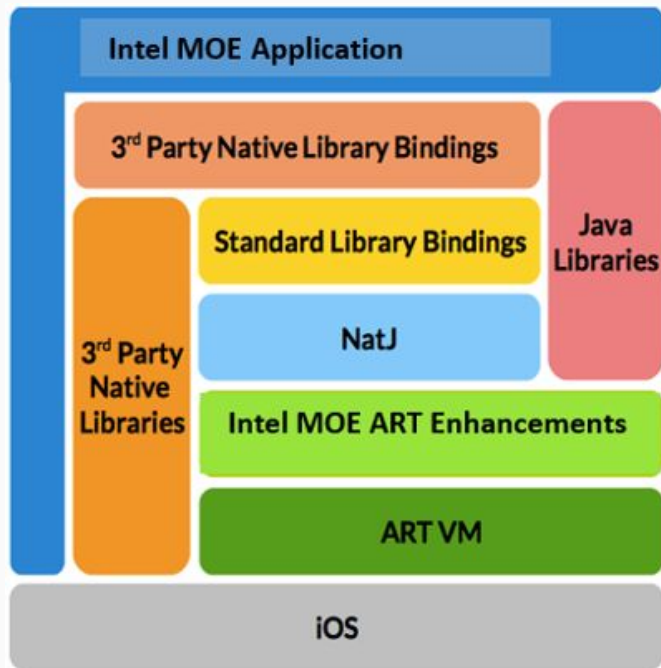
What is MoE

Traditional Method

Java Coding for Android* App Objective-C
Coding for iOS* Apps

Multi-OS Engine Method

Java Coding Reuse with Multi-OS Engine for
Both Android* and iOS* Apps

How does it do that?

When an iOS app launches, it starts the ART VM and executes the pre-compiled code on it.

How to start with it? (As an Android developer)

- Create a common module (can be either in kotlin or java)

- Using MoE to create iOS Module

- Start designing step in XCode like how iOS Devs do

- Create binding code in java/kotlin.

- Start putting your logic code to manipulate UI

Progress and achievement

- Successfully creating both ios and android application with basic functions, network calls to github APIs (as a sample)

- Understand basic iOS development steps

Next steps

- Migrating with the workflow sdk to support chatting functions.

- Could have some more enhancements in UI.

Thanks!

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