

NORTH SOUTH UNIVERSITY

Project Name :Rukia

Project Type : CHATBOT

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CHATBOT

Documentation

PURPOSE:

The main objective of this document is to illustrate the requirement specifications of the project CHATBOT. The document gives the description of the functional requirements of the project and their use cases.

# USERS:

The user needs to input write something in the program for it to start. Whatever the user inputs RUKIA will give an answer for it.RUKIA will be able to reply to the user as long as a word the user inputs is in her memory. As she is a chatbot the user will be able to freely chat with her. The user can also play Random number generator game with her. To exit the program the user only need to type exit in the consol window and input it as a command.

FUNCTION REQUIRMENTS:

First of all the user has to type something in the program. RUKIA will then take the input and then compare it with the words that are stored in her program. If she finds a match she will print the answer that is linked with the word. But however if the input the user gives is not within the coding of RUKIA will print that she does not know the answer. The other functions that are added in the chatbot are a random number generator game, a multiplication for any digits, an addition and a subtraction to help the user whenever he or she needs the urge to calculate something simple. The random number generator works as an entertain purpose for the user as the user will have to input a number and then the function will calculate a random game generator in the program and match it with the user’s input. If he or she guess the correct number the program will congratulate him or her. So if the user guesses the same number then the user wins otherwise he loses.

So, that is how users can use the program to help them in their daily work and play random numbers game if they get bored or have nothing to do. Also the user can ask it for time, date , month and years.

System Use Case Diagram:

Wait for the user to input any text or word

After getting the inputted text or strings searches in the main function to match a keyword

Whenever it finds a keyword that matches with the input it prints the line or calls the function if needed for the keyword

If it cant match the input with any keyword, it will print "Sorry, I don't know what to say about that".

That’s how it works.

To exit the program the user just have to type exit and input it.