

Documentation for Microsoft Teams AI Ticket Response Assistant

This documentation provides a comprehensive guide for setting up, configuring, and using the Microsoft Teams AI Ticket Response Assistant application.

Table of Contents

1. Prerequisites
 2. Installation
 3. Environment Configuration
 4. Running the Application
 5. Project Structure
 6. Features
 7. Usage Guide
 8. API Reference
 9. Troubleshooting
 10. Contributing
-

1. Prerequisites

Before setting up the project, ensure that you have the following installed:

- **Node.js** (v16 or above)
 - **npm** or **yarn**
 - A modern web browser
 - A code editor (e.g., Visual Studio Code)
 - Access to the OpenWeatherMap API for weather-related queries
 - Environment variables for Microsoft Azure Bot Framework and Hugging Face APIs.
-

2. Installation

1. Clone the repository:

```
git clone <repository-url>
cd <repository-name>
```

2. Install the dependencies:

```
npm install
```

3. Environment Configuration

1. Create a `.env` file in the project root and add the following keys:

```
REACT_APP_MICROSOFT_APP_ID=<Your Microsoft App ID>
REACT_APP_MICROSOFT_APP_PASSWORD=<Your Microsoft App Password>
```

```
BOT_ENDPOINT=<Your Bot's Endpoint URL>
REACT_APP_AI_API_URL=<Your Hugging Face API URL>
REACT_APP_API_KEY=<Your Hugging Face API Key>
```

2. Replace the placeholders with your actual values.
-

4. Running the Application

1. Start the development server:

```
npm start
```

2. Open the application in your browser at <http://localhost:3000>.

3. For a production build:

```
npm run build
```

4. Project is deployed at : <https://teams-ai-ticket-response-bot.azurewebsites.net/api/messages>
-

5. Project Structure

```
src/
├── components/      # UI Components
├── hooks/           # Custom Hooks
├── pages/           # Application Pages
├── services/        # API Service Layer
├── utils/           # Utility Functions
├── App.tsx          # Root Component
├── index.tsx        # Application Entry Point
public/
├── index.html       # HTML Template
.env                # Environment Variables
package.json        # Dependencies and Scripts
```

6. Features

- **Query Input:** Enter a query to receive an AI-generated response.
 - **AI Response Card:** Interactive response cards for accepting, editing, or refining responses.
 - **Feedback Form:** Collect user feedback on AI responses.
 - **Admin Settings:** Configure API keys, endpoints, and toggle features.
-

7. Usage Guide

a. Submitting a Query

1. Navigate to the home page.
2. Enter your query in the input field.
3. Click "Submit Query."
4. View the AI-generated response in the response card.

b. Interactive Response Card

- **Accept:** Confirm the response.
- **Edit:** Modify the response text.
- **Refine:** Generate an improved version of the response.

c. Feedback Form

- Provide a rating (1–5) and optional comments.
- Submit the feedback to improve future AI responses.

d. Admin Settings

- Toggle features like feedback collection and response refinement.
 - Update API keys and endpoints.
-

8. API Reference

AI Model API

- **Endpoint:**
`https://api-inference.huggingface.co/models/mistralai/Mistral-7B-Instruct-v0.3`
 - **Authorization:** Bearer token (REACT_APP_API_KEY)
 - **Method:** POST
 - **Request Body:**

```
{
  "inputs": "<query>"
}
```
-

9. Troubleshooting

Common Issues

- **Environment Variables Not Set:** Ensure `.env` file exists and contains valid values.
- **API Errors:** Verify your API keys and endpoints.
- **UI Not Loading:** Check browser console for errors and ensure dependencies are installed.

Debugging Tips

- Use `console.log` or `debug` statements in the code.
 - Check API responses with tools like Postman or curl.
-

10. Contributing

1. Fork the repository.
2. Create a new branch:

```
git checkout -b feature/your-feature-name
```

3. Commit your changes:

```
git commit -m "Add your message"
```

4. Push the branch:

```
git push origin feature/your-feature-name
```

5. Submit a pull request.

For further assistance, please contact the development team or refer to the project README file.