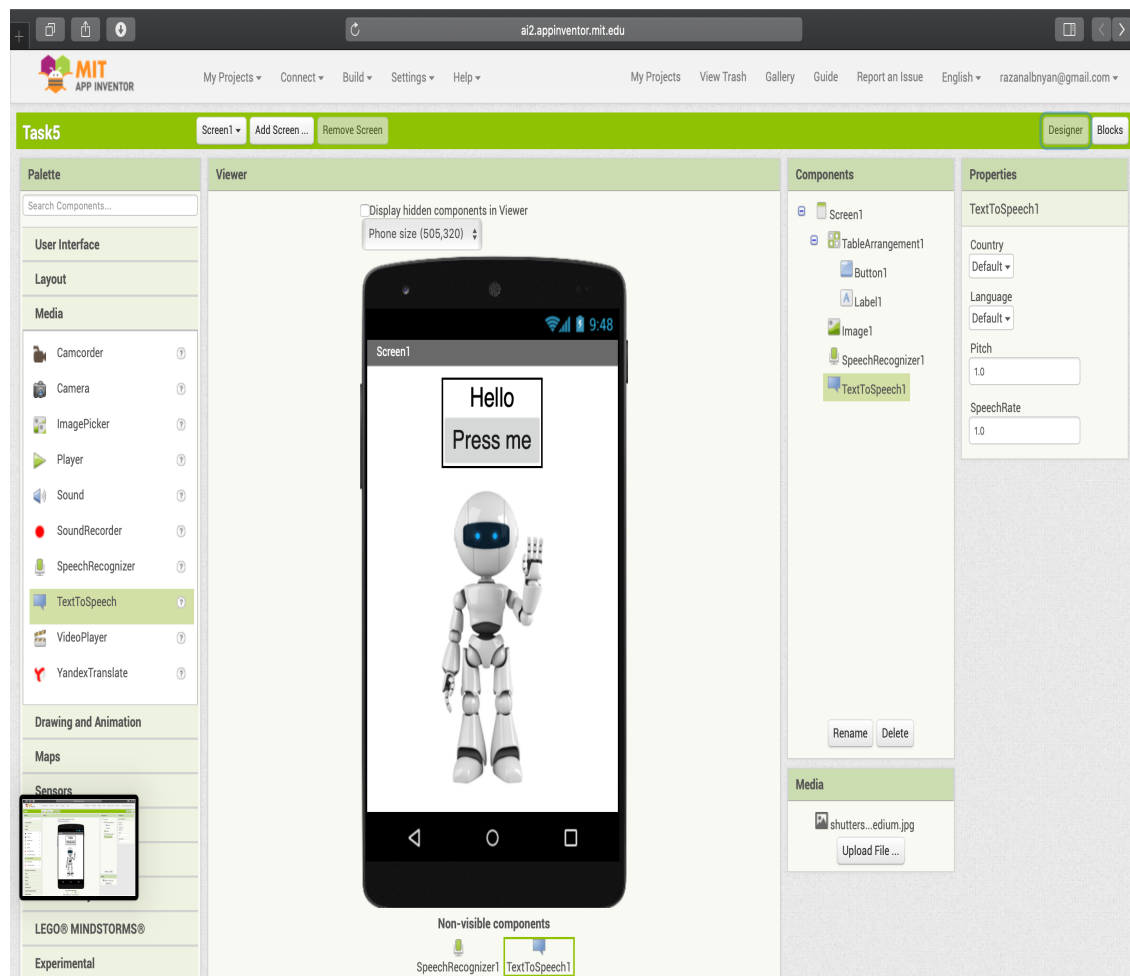
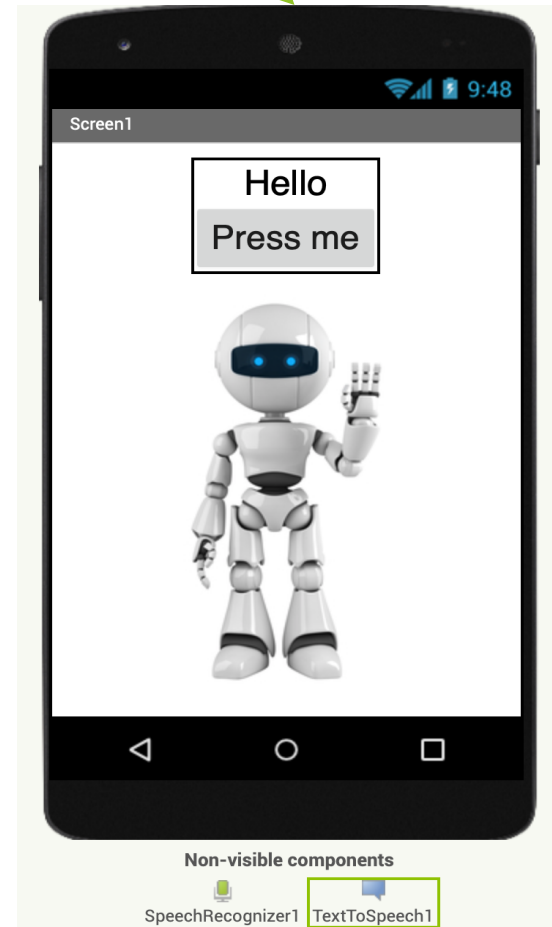


Task5

**Build simple chatbot with
App Inventor**



Interface



Coding

The screenshot shows the MIT App Inventor web interface. The top navigation bar includes the MIT App Inventor logo, user information (My Projects, Connect, Build, Settings, Help), and a user email (razanalbryan@gmail.com). The main workspace is divided into a left sidebar with a 'Blocks' palette and a 'Media' section, and a central 'Viewer' area. The 'Blocks' palette lists categories like Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. The 'Media' section shows a file named 'shutters_edum.jpg' with an 'Upload File ...' button. The 'Viewer' area displays a Scratch-style code editor with a 'when Button1.Click' event block, a 'do' block containing a 'call SpeechRecognizer1.GetText' block, and an 'initialize global Input to' block. Below these are two 'when SpeechRecognizer1.AfterGettingText' event blocks. The first event block has a 'do' block with a 'set global Input to' block and a 'call Response' block. The 'Response' block is a 'to Response' block containing a 'do' block with an 'if' block. The 'if' block has two conditions: 'contains text' with 'piece' 'Hello' and 'contains text' with 'piece' 'Hello'. The 'then' block has a 'set Label1.Text to' block with a 'pick a random item list' block and a 'make a list' block containing 'Hi there.', 'Hello to you.', and 'Hey.'. The 'if' block also has a 'call TextToSpeech1.Speak' block with a 'message' block containing 'Label1.Text'. The second 'when SpeechRecognizer1.AfterGettingText' event block has a 'do' block with a 'set global Input to' block and a 'call Response' block. The 'Response' block is a 'to Response' block containing a 'do' block with an 'if' block. The 'if' block has two conditions: 'contains text' with 'piece' 'How are you' and 'contains text' with 'piece' 'Fine'. The 'then' block has a 'set Label1.Text to' block with a 'pick a random item list' block and a 'make a list' block containing 'I am Fine.', 'I'm Good.', and 'I'm Good.'. The 'if' block also has a 'call TextToSpeech1.Speak' block with a 'message' block containing 'Label1.Text'. The third 'when SpeechRecognizer1.AfterGettingText' event block has a 'do' block with a 'set global Input to' block and a 'call Response' block. The 'Response' block is a 'to Response' block containing a 'do' block with an 'if' block. The 'if' block has two conditions: 'contains text' with 'piece' 'GoodBye' and 'contains text' with 'piece' 'Bye'. The 'then' block has a 'set Label1.Text to' block with a 'pick a random item list' block and a 'make a list' block containing 'Bye bye.', 'See ya.', and 'See you again.'. The 'if' block also has a 'call TextToSpeech1.Speak' block with a 'message' block containing 'Label1.Text'. The bottom of the interface shows a 'Show Warnings' button.

This image is a zoomed-in view of the code blocks from the MIT App Inventor interface. It shows the logic for handling speech recognition results. The code starts with a 'when Button1.Click' event block, followed by a 'do' block containing a 'call SpeechRecognizer1.GetText' block. Below this is an 'initialize global Input to' block. The main logic is in a 'when SpeechRecognizer1.AfterGettingText' event block, which has a 'do' block containing a 'set global Input to' block and a 'call Response' block. The 'Response' block is a 'to Response' block containing a 'do' block with an 'if' block. The 'if' block has two conditions: 'contains text' with 'piece' 'Hello' and 'contains text' with 'piece' 'Hello'. The 'then' block has a 'set Label1.Text to' block with a 'pick a random item list' block and a 'make a list' block containing 'Hi there.', 'Hello to you.', and 'Hey.'. The 'if' block also has a 'call TextToSpeech1.Speak' block with a 'message' block containing 'Label1.Text'. The second 'when SpeechRecognizer1.AfterGettingText' event block has a 'do' block with a 'set global Input to' block and a 'call Response' block. The 'Response' block is a 'to Response' block containing a 'do' block with an 'if' block. The 'if' block has two conditions: 'contains text' with 'piece' 'How are you' and 'contains text' with 'piece' 'Fine'. The 'then' block has a 'set Label1.Text to' block with a 'pick a random item list' block and a 'make a list' block containing 'I am Fine.', 'I'm Good.', and 'I'm Good.'. The 'if' block also has a 'call TextToSpeech1.Speak' block with a 'message' block containing 'Label1.Text'. The third 'when SpeechRecognizer1.AfterGettingText' event block has a 'do' block with a 'set global Input to' block and a 'call Response' block. The 'Response' block is a 'to Response' block containing a 'do' block with an 'if' block. The 'if' block has two conditions: 'contains text' with 'piece' 'GoodBye' and 'contains text' with 'piece' 'Bye'. The 'then' block has a 'set Label1.Text to' block with a 'pick a random item list' block and a 'make a list' block containing 'Bye bye.', 'See ya.', and 'See you again.'. The 'if' block also has a 'call TextToSpeech1.Speak' block with a 'message' block containing 'Label1.Text'. The bottom of the interface shows a 'Show Warnings' button.