



UniBuddy Chatbox for new students

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Overview

To create a personalised chatbox for new University students. To aid new students, who have just started a new chapter in their lives. First days at the University are full of excitement, but, equally, it could feel rather daunting and overwhelming for freshers.

UniBuddy offers a personalised greeting to a newcomer and it is designed to make the transition smoother for freshmen.

Goals

1. To create an automated student chat, which provides instant answers with no waiting times.
2. To create an easy to access and full of advice UniBuddy chatbox.
3. To create great customer services.
4. Create valuable experience, using UniBuddy chatbox.
5. Give clear instructions while using the chatbox.
6. Provide clear answers and suggestions to questions.
7. Try to minimise programme running problems.

Specifications

UniBuddy chatbox is a personalised chatbox.

UniBuddy chatbox is an automated student chat that allows the freshers to get in touch with a digital student ambassador and receive pre- recorded messages to frequently asked questions.

The main purpose of this chatbox is to make the transition smoother for freshmen.

Upon accessing the chatbox, new students are prompted to enter their:

1. Student name (full name).
2. Favourite colour. UniBuddy advises on different clubs and activities on the campus, according to the given colour. (A great help choosing clubs and societies.)
Integration.
3. Age. Age groups tell the fresher, which age group the user belongs to. (That could be a great help trying to get to know people of the same academic age.)

Milestones

I. What knowledge did I use?

I have used my knowledge in these areas:

1. I have used Python to write up the programme.
2. The data input:
 - a) `username: input("Please enter your name: ")`,
 - b) `userage: input("Please enter your age: ")`
and
 - c) `favcolour: input("Please enter your favourite colour: ")`.
3. I have used the print commands to check on the output:
`print("The Library is located in Alan Turner Building.")`
4. I have used loops to iterate through them.
5. Used strings.
6. Used functions.
7. Used floating point numbers.
8. Used appropriate naming conventions.

II. What have I learnt?

I have created one of my first projects in Python and I am very proud of it.

I have learnt the importance of planning every single step in the programming.

I have enjoyed every step of my work on this task.

I have used the knowledge I have gained during my Bootcamp time with HyperionDev and CoGrammar. I am in my third week with the Bootcamp.

It is very important to leave comments and prioritise the documentation. I took some extra time to write comments describing the code function at various points in the script.

I have tried to ensure that the comments guide any readers (a professional or a beginner) through the algorithm and logic implemented.

```
print ("Hello! I am your Unibuddy. Nice meeting you. I am here to help you. ")
```

```
print( "Please enter some details before we start chatting. ") # the user is requested  
to enter some personal information
```

```
user_name = input("Please enter your full name : ").capitalize() # the user enters  
hers/his full name: first name and the surname as requested
```

```
user_age =float(input("Please enter your age : "))# the user enters the age
```

```
fav_colour = input("Please enter your favourite colour: ").capitalize() # the user  
enters hers/his favourite colour
```

```
if not user_name.isalpha():
```

```
    print("Error. You have forgotten to enter your full name. Please try again.")# the  
    user did not enter any [user_name], the programme is sending an error message  
    asking to re-enter the full name
```

```
if not fav_colour.isalpha():
```

```
    print("No colour entrance. Please try again.")# the programme reminds the user to  
    enter a colour name""
```

```
else:
```

```
    print(f"Welcome {user_name}. I am here to help and advise you. ")# the  
    programme is encouraging the user to continue
```

```
#break
```

```
# while:
```

```
# entrance of the age classifies the students into different age groups. Age is an  
integer.
```

```
if user_age >= 15 and user_age <= 17:# age group [15, 17]: 15 to 17 year olds, where  
the numbers 15 and 17 are included
```

```
    print("You are a Whizz!")
```

```
if user_age >= 18 and user_age <= 21:# age between 18 and 21: the students belong  
to the freshman group. Ages 18 and 21 both are included.
```

```
    print(" You are a freshman. I would like to provide you with some information on  
freshman - specific events: ")
```

```
    print("""
```

```
1. There are several meetings arranged to find out more about the lectures and  
exam tables.
```

```
2. There are several parties happening on the campus grounds. Keep your eyes  
open!
```

```
3. Don't forget to purchase your gown for upcoming events, such as the Halloween  
ball, the Winter ball and the Spring ball.
```

```
There will be many more occasions for you to use the gown.
```

```
""")
```

```
if user_age > 21 and user_age < 26:
```

```
    print("You belong to Young Adulthood group. Welcome to our campus.")
```

```
elif user_age >= 26 and user_age <= 34:# mature undergraduate group, where 26 and  
34 are included
```

```
    print("You are a mature undergraduate student! I hope you will enjoy your time at  
our University!")
```

```
elif user_age >= 35 and user_age <= 67:# anyone above 34 and studying are  
classified as a postgraduate group member
```

```
print("You are a postgraduate student. Nice meeting you! Age is no barrier.")#
one's age should not restrict their abilities

#else:

# print("I am not sure you have entered the required information. Please enter your
age.")

# the user is requested to type in the favourite colour. The colour is associated
with the the clubs and societies at the University.

if fav_colour == "Red": # user's favourite colour is red. Suggestions about
possibilities to join certain clubs.

    print("I can see your favourite colour is RED: just like mine. Try considering the
following clubs: ")

    print("""
1. Red Poet Society.
2. Red Football Team. Could it be Manchester United?!
3. Red Elephant Club. Bridge club.
""")

elif fav_colour == "Blue":# user's favourite colour is blue. Suggestions about
possibilities to join certain clubs.

    print("I see your favourite colour is BLUE! Try checking the following clubs that
might interest you: ")

    print("""
1. Blue Football Team. Could it be Manchester City Football Club?!
2. Scuba Diving Course.
3. Skiing and Snowboarding Club. Every winter, we organise amazing trips to Europe
to enjoy our well earned break! Join us and you will not regret it!
""")

elif fav_colour == "Yellow":# user's favourite colour is yellow. Suggestions about
possibilities to join some clubs.

    print("I see your favourite colour is YELLOW! ")
```

```
print("""
Come and Join our excellent clubs:

1. Yellow Drama (LAMDA) Club.
2. Dance Club.
3. Orchestra.
4. Volunteering for the Community: a hands on project. Tutoring mathematics,
chemistry and physics.
""")

else:

    print("I am not sure if you have entered any colour. Please try again.")

    print("Welcome To our FAQ section. Don't be shy - ask: ")# the programme prints
the FAQ (frequently asked questions)

question = input("Please enter your question here: ")
print(f"""

1. Where is the library?
2. Library's opening times:
3. Where is the gym?
4. Gyms opening times:
5. Where is the cafeteria?
6. How do I access WiFi?
7. Where are the washing machines?
8. How do I pay for the washing?
9. How much does it cost to wash a load of clothes?
10. Where is the nearest store?
```

11. Where is the closest barber and how much does it cost?

12. Term dates.

13. Exam times.

```
""")
```

```
if question == 'Where is the Library?':
```

```
    print("The Library is located in Alan Turner Building.")
```

```
elif question == "Library opening times":
```

```
    print("24/7")
```

```
elif question == 'Where is the gym?':
```

```
    print("John Snow Building.")
```

```
elif question == "Gym opening times":
```

```
    print("Every day: 7am - 10pm.")
```

```
elif question == "Where is the cafeteria?":
```

```
    print("Harry Potter Building.")
```

```
elif question == 'How do I access WiFi?':
```

```
    print(" You will need to use a password. You should have received one in your  
email. If NOT, please contact the IT Department.")
```

```
elif question == "Where are the washing machines?":
```

```
    print("In Helvetia House.")
```

```
elif question == "How do I pay for the washing?":
```

```
    print("Use the website: www.pay\_washing.co.uk")
```



```
elif question == "How much does it cost to wash a load of clothes?":  
    print("£4.20 per load.")  
  
elif question == "Where is the nearest store?":  
    print("17 Market Place.")  
  
elif question == "Where is the closest barber and how much does it cost?":  
    print("The Keep Barber Shop, 47 Saddler Street. There is a student discount every  
    Wednesday. It costs £10.00 for a customer with a STUDENT ID.")  
  
elif question == "Term dates":  
    print("Check the University's website.")  
  
elif question == "Exam times":  
    print("Check the University's website.")  
else:  
    print("Are these all your questions? I am happy to be of any assistance to you.")  
  
print("Thank you for using the 'Unibuddy' services.")  
print("Goodbye!")
```