J.A.R.V.I.S. Function

1. Open Command:

1.Open Google

2.Open Facebook

3. Open YouTube

4. Open GitHub

5. Open Website

6.Open College

7. Open Ai

8. Open Figma

9. Open WhatsApp

10. Open News

11. Open Twitter

12.Open Microsoft

13.Open Sololearn

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2. Play Command:

- **This Command for Playing Music:**

    1.Play Music

    2.Play Motivation

    3.Play Inspiration

    4.Play English

    5.Play Malhari

    6.Play Morya

    7.Play Mauli

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3. Get Command:

- **This Command Are Used for Playing Coding Language Playlist:**

    1.Get java

    2.Get python

    3.Get cpp

    4.Get html

    5.Get CSS

    6.Get JavaScript

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4.Respond to greetings and queries

- **This Command Are Used for Playing Greeting Response:**

    1. hey | hello | hi   ⟵   If any of this

    2. who are you

    3. your name

    4. how are you

    5. what can you do

    6. who made you

    7.tell me a joke | joke | funny   ⟵   If any of this

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5 . Google Search Automatic

If the user's command does not match any predefined actions, Jarvis will automatically perform a Google search using the provided input.

1. **How It Works:**

- If the user says an unknown phrase, Jarvis assumes it is a search query.

- Jarvis will open Google in the web browser and search for the given query automatically.

- This ensures that even if a command is not recognized, the user still gets relevant results.

2. **Example Scenarios:**

3. **User:** "Tell me about artificial intelligence."

   o **Jarvis:** Opens Google and searches for "artificial intelligence."

4. **User:** "Latest news on technology."

   o **Jarvis:** Opens Google and searches for "latest technology news."

5. **User:** "Who is the CEO of Tesla?"

   o **Jarvis:** Opens Google and searches for "CEO of Tesla."

6. Exiting logic

Jarvis has a well-defined exit mechanism to ensure a smooth shutdown process. There are two ways to exit the program:

1. **Manual Exit (User Command-Based Exit)**

    The user can explicitly instruct Jarvis to exit by using specific voice commands.

2. **Trigger Commands:**

-   "Exit"

-   "Quit"

-   "Stop"

3. **How It Works:**

    The system listens for the user's command.

    If the command matches any of the exit keywords, Jarvis will:

    o   Speak: "Exiting Jarvis. Goodbye!"

    o   Print: "Exiting Jarvis. Goodbye!" (for debugging/logging)

    o   Terminate the program using exit ()

    Example:
    User: "Jarvis, exit."
    Jarvis: "Exiting Jarvis. Goodbye!"
    (Program terminates immediately.)

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4. Automatic Exit (Inactivity Timeout)

If the user does not give any command for **30 seconds**, Jarvis will automatically exit to save resources.

5. How It Works:

1. The system tracks the last time a command was received.

2. If **no command** is received within 30 seconds, Jarvis:

   o Prints: "No command received for 30 seconds. Exiting..."

   o Speaks: "No command received for 30 seconds. Exiting program, Thank You!"

   o Terminates the program using os. _exit (0).

Example Scenario:

- User stops interacting with Jarvis.

- After 30 seconds, Jarvis assumes inactivity.

- It gracefully shuts down automatically.

6. Why This Logic?

- **Ensures smooth user experience** by allowing both manual and automatic exits.

- **Saves system resources** by closing the program if inactive.

- **Prevents unintended background execution** when the user is away.