

Class diagram

Bug Report Kit

Bug Report
+ botBugReportPhrase : String
+ apologyPharse : String
+ conversationHistory : Dict
+ reportFilePath : Dict
+ updateHistory(userId : String, userRequest : String, botAnswer : String)
+ saveReport(userId : String)
+ getConvHistory(userId : String)

Game Kit

User
+ id : String
+ islnGame : Boolean
+ choosingGame : Boolean
+ startPhrase()
+ startGameByName(gameld : String)
+ startGame(gameld : String)
+ nextStep(userInput : String)
+ endGame()

Launcher
+ gameByName : Dict
+ userSessionId : Dict
+ gamesName : Dict
+ continueGame(userId: String, transferData : String)
+ startGameByName(userId: String, gameld : String)
+ startGame(userId: String, gameld : String)
+ endGame(userId : String)

Text Kit

findSubject
+ SUBJECTS_NAME : List
+ SUBJECTS_REAL_NAME : List
+ IS_LOADED_SUBJECTS : List
+ get_stem(token : String, checkHash : Boolean)
+ load_subjects(filepath : String)
+ get(text : String)

findDate
+ IS_LOADED_SUBJECTS : Boolean
+ get_month_date(text : String)
+ processNum(num : Integer)
+ get(text : String)

getTexts
+ get(text : String)

findClass
+ get(text : String)

FAQs Kit

faqs
+ faqsData : Dict
+ data_path : String
+ get(text : String)
+ read_data()
+ delSign(text : String)