**Lesson 11**

(5 min)

Logistics

* Project [BART Helper](https://github.com/sh35/Beyond-the-GUI/blob/master/Projects/Project%201%20BART%20Helper.pdf) is out!
  + The assignment itself is 50 points, and programming projects are 35% of your total grade, so take it seriously
  + Don’t hesitate to reach out if you’re stuck on something
  + Start early!

(10 min)

Discussion

* Sessions
  + What are they?
    - Way to persist information for a period of time (throughout an interaction)
  + Uses —
    - To allow users to provide information over multiple requests, so they are not overwhelmed at once
    - **But also,** to make the skills more conversational!
      * So that Alexa remembers things stated in the past
      * Remember crawl, walk, run analogy — this can help us run

(10-15 min)

Code demo

* Sessions Skill (can be found in Github repo)
* Notice onIntent passes you a session object
* Which we can then pass to the specific intent method
* Use of HashMaps — to store slots and to store session attributes
* Walk through both intents — what is my fav color, and my fav color is
* Where is session instantiated / created?
  + Outside of our code
  + Show what a Session object comprises
  + Show what you can do with a Session object
* Show request / response in simulator
  + How to trigger a new session — hit Reset

(30 min)

Pair Programming

* Configure Sessions through Developer Console
* Create Sessions Lambda function
* Create one new Custom Slot (like colors)
* And use Session Attributes to store one more “preference”

(5 min)

Wrap Up