**Pair Programming 2A: WiseGuy**

**Task 0:  Build & Run**

* Build the WiseGuy Alexa Skill using the code in your branch
* Run it on your Echo Device

**Task 1:  Code Study**

* What are the different intents in this Skill?
  + Why are they defined as different intents when they are all part of the same user intention (i.e., “tell me a joke”)?
* What are Sessions being used for?
  + What information is being stored within the Session?
  + What does the SESSION\_STAGE represent?  What values can it take on?
  + What does the SESSION\_JOKE\_ID represent?  What values can it take on?
* What is the need for the Joke object / class?
  + What attributes does a Joke object have?
  + Where / in what are all the jokes stored?
* How is the Help Intent in this Skill different from the Help Intents we have seen in past Skills?
  + What is the need for the switch statement?  How does it help?
* How is SSML used in this Skill?
  + Which Intents return an SSML Response?

**Task 2:  Conceptual Challenge**

* Why couldn’t there have been a single “tell me a joke” intent, with a switch statement in its implementation, such that the response given to the user would depend on the SESSION\_STAGE (like in the Help Intent)?

**Task 3:  Coding Challenge**

* Get WiseGuy to add the following joke to the mix:
  + Alexa: “Knock Knock”
  + User: “Who’s there?”
  + Alexa: “Cows go.”
  + User: “Cows go who?”
  + Alexa: “No, silly. Cows go <pause for ½ second> moo.”
* **Challenge:**
  + Instead of the last line being “No, silly. Cows go moo”, have Alexa say “No, silly. Cows go ” + <play the sound of a cow>
  + You will need to use Audacity to record the sound (per the ASK specifications), and then use Amazon S3 to upload the audio file.
  + Refer to Dave’s [webinar](https://www.youtube.com/watch?v=atYubLO92u0) for help on how to do so.