# Import necessary libraries

from flask import Flask

import dash

from dash import dcc, html

from dash.dependencies import Input, Output, State

import dash\_bootstrap\_components as dbc

# Initialize Flask server

server = Flask(\_\_name\_\_)

# Initialize Dash app

app = dash.Dash(\_\_name\_\_, server=server, external\_stylesheets=[dbc.themes.BOOTSTRAP])

# List of emojis

emojis = ['😀', '😂', '😍', '😢', '😎', '👍', '🙏', '🎉']

# Define layout

app.layout = dbc.Container([

dbc.Row(dbc.Col(html.H1("Interactive Chatbot"))),

dbc.Row(dbc.Col(dcc.Textarea(id='chat-window', style={'width': '100%', 'height': '300px'}, readOnly=True))),

dbc.Row([

dbc.Col([

dbc.Button(emoji, id={'type': 'emoji-button', 'index': idx}, color='secondary', className='m-1', style={'font-size': '20px'})

for idx, emoji in enumerate(emojis)

], width=12)

])

], fluid=True)

# Define callback to handle user input

@app.callback(

Output('chat-window', 'value'),

Input({'type': 'emoji-button', 'index': dash.dependencies.ALL}, 'n\_clicks'),

State('chat-window', 'value')

)

def update\_chat(n\_clicks, chat\_history):

ctx = dash.callback\_context

if not ctx.triggered:

return chat\_history

button\_id = ctx.triggered[0]['prop\_id'].split('.')[0]

if chat\_history is None:

chat\_history = ""

if button\_id:

emoji = emojis[int(eval(button\_id)['index'])]

chat\_history += f"Input: {emoji}\n"

# Placeholder for chatbot response, add your logic here

# chat\_history += "Bot: \n"

return chat\_history

return chat\_history

# Run the app

if \_\_name\_\_ == '\_\_main\_\_':

app.run\_server(debug=True)