

Language Teaching Chatbot

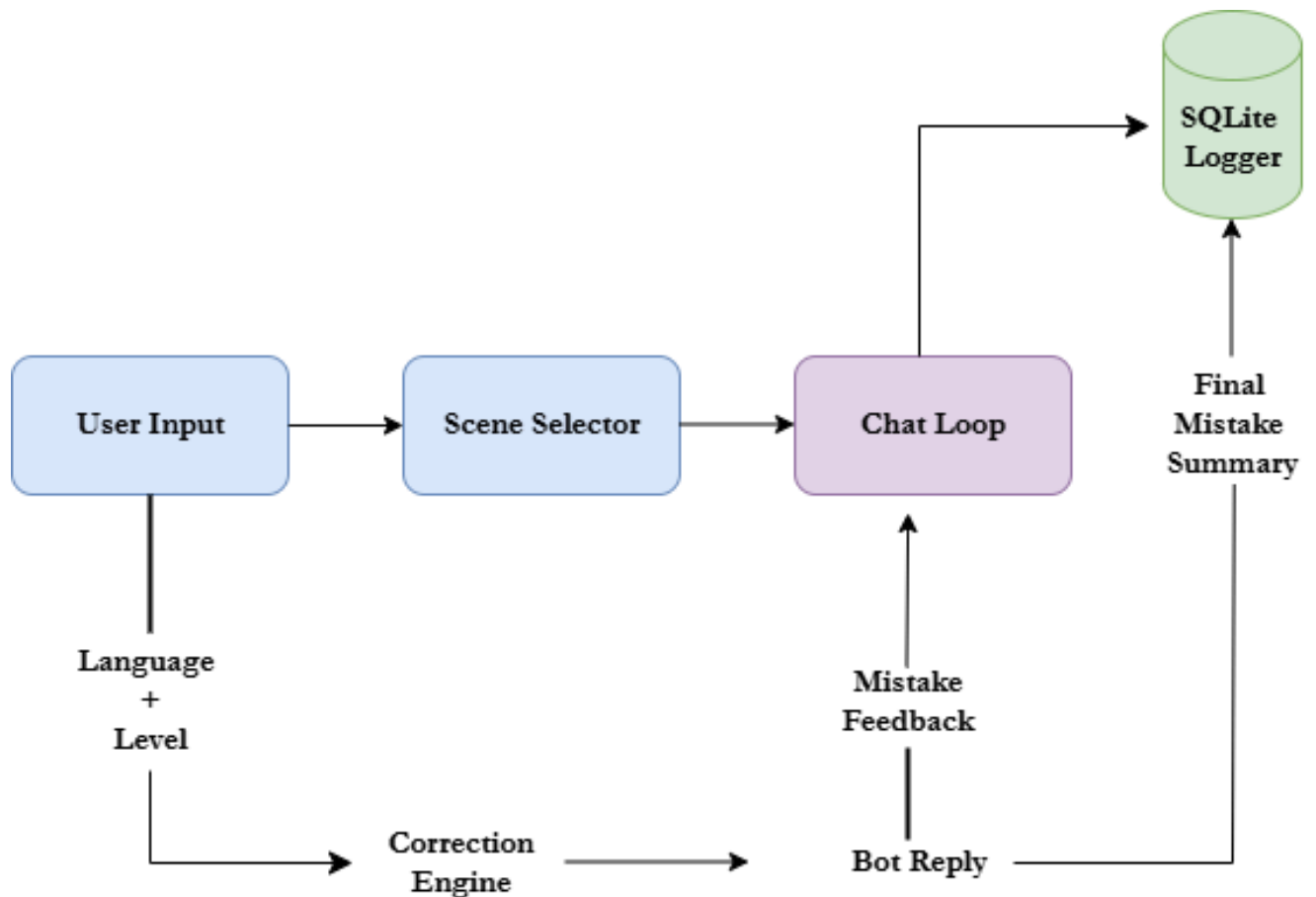
(documentation)

Project Overview

This Chat bot helps user to learn a new language with personalised scene selection, through interactive role play and real-time feedback.

Architecture

The system uses user input to personalised a scene based chat session. Feedback is logged via SQLite for reflection at the end.



Technologies Used

Component	Technologies
LLM Backend	Groq API (llama3-8b-8192)
Language Model	LLaMA 3.0 via Groq
Api Handling	Requests
Environment	Python-dotenv
Database	sqlite3
Language	Python 3.10+

Execution Flow

- 1) User selects known language, target language, and skill level
- 2) The chatbot suggests 3 conversation scenes
- 3) User chooses one to begin roleplay
- 4) Chat loop starts:
 - User inputs message.
 - LLM provides feedback & correction.
 - Feedback is stored in mistakes.db
 - Bot responds Naturally.
- 5) As this is the prototype version, After 3 turns, a summary of all mistakes is printed.

Notes & Assumptions

The Groq API is completely free at the time of writing and provides high-speed responses.

Feedback logic depends on clear structure: feedback and correction are separated by "Correction:"

SQLite is cleared on each new run to ensure per-session logging

No UI is provided — the project is CLI-only for now