



# Emotion-Based Quote Generator

By - Piyush Mani Tripathi  
(Sap Id -> 590021763)



# Header Points For The Project



## Introduction 01

To create a C program that enhances user interaction by linking emotions with uplifting quotes.

## Working Mechanism 02

The program takes an emotion as input, selects a random quote from a matching category, and displays it.

## Programming Concepts 03

`rand()` , `srand()` , arrays of strings , if-else , switch-case

## Outcome & Future Scope 04

A simple yet meaningful system that promotes positivity — with potential to evolve into an AI-based mood tracker.



# Core Programming Concepts Applied

- 1) Arrays of Strings
- 2) Conditional Logic (if-else, switch-case)
- 3) Random Number Generation
- 4) Functions and Modular Coding

```
function datasetsWithSubject(subject) {  
  if (datasetsWithSubject.length > 0) {  
    subjectAverage = 0;  
    datasetsWithSubjectLength = datasetsWithSubject.length;  
    datasetsWithSubject.forEach((dataset) => {  
      subjectAverage += parseFloat(dataset[subject]);  
    });  
  }  
  return subjectAverage / datasetsWithSubjectLength;  
}
```

## Arrays

Arrays to store  
different quotes  
for different  
emotions

## Rand():

Generates  
random  
numbers





# Introduction

The **Emotion-Based Quote Generator** is a C program that displays motivational quotes based on the user's current emotion. It uses **arrays of strings** to store multiple quotes for each emotion and employs **if-else** and **switch-case** statements to compare the user's input with predefined emotional categories. When an emotion is entered, the program selects and displays a quote that matches it, making the output interactive and personalized.

```
32     self.file = None
33     self.fingerprints = set()
34     self.logdups = True
35     self.debug = debug
36     self.logger = logging.getLogger(__name__)
37     if paths:
38         self._file = open(os.path.join(*paths), 'w')
39         self._file.write('')
40         self._file.close()
41     self.fingerprints = set()
42
43     @classmethod
44     def from_settings(cls, settings):
45         debug = settings.getboolean('logger.debug')
46         return cls(job_dir(settings), debug)
47
48     def request_seen(self, request):
49         fp = self.request_fingerprint(request)
50         if fp in self.fingerprints:
51             return True
52         self.fingerprints.add(fp)
53         if self._file:
54             self._file.write(fp + os.linesep)
55
56     def request_fingerprint(self, request):
57         return request_fingerprint(request)
```





# Coding Languages/Tools/Sftwre

- 1)C Language
- 2)Turbo C
- 3)VS Code
- 4)Code Blocks (If Needed)

c

Code Blocks

Turbo

VS Code



## Header Files To Be Used

**<stdio.h>** – for input/output functions

**<string.h>** – for string comparison

**<stdlib.h>** – for random number generation

**<time.h>** – for seeding the random generator

These headers together enable smooth execution of logic, randomness, and text-based functionality in the program..

These header files make the program interactive, dynamic, and efficient.



# Project Use & Future Scope :

- 1) Provides motivational or mood-based quotes according to the user's emotion.
- 2) Promotes positivity and emotional awareness in a simple interactive way.
- 3) Serves as a learning project to practice strings, conditionals, and randomization in C.

- 1) Can be upgraded with **AI or emotion detection** to identify user moods automatically.
- 2) Extendable into a **mobile or web app** with a larger quote database.
- 3) Features like **voice input, text-to-speech, and cloud storage** can make it more engaging.

