



Emotion-Based Quote Generator

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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) {  
  if (datasetsWithSubject.length > 0) {  
    subjectAverage = 0;  
    datasetsWithSubject.length = datasetsWithSubject.length;  
    datasetsWithSubject.forEach((dataset) => {  
      subjectAverage += parseFloat(dataset.subjectAverage);  
    });  
  }  
}
```

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.logstatus = True
35 self.debug = debug
36 self.logger = logging.getLogger(__name__)
37 if path:
38     self.file = os.path.join(path, "f")
39     self.file.seek(0)
40     self.fingerprints.update(os.listdir(path))
41
42 @classmethod
43 def from_settings(cls, settings):
44     debug = settings.getbool('debug', True)
45     return cls(job_dir(settings), debug)
46
47 def request_seen(self, request):
48     fp = self.request_fingerprint(request)
49     if fp in self.fingerprints:
50         return True
51     self.fingerprints.add(fp)
52     if self.file:
53         self.file.write(fp + os.linesep)
54
55 def request_fingerprint(self, request):
56     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.

