Teach Me Logic – Project NEXI

# Description

This logic enables Nexi to learn from user inputs like:

“This is a mobile.”

It confirms the user’s intent to save the information, checks if it's already stored, handles updates or overwrites, and recalls that information when needed. This enhances Nexi's ability to **learn continuously and adapt** to its environment and users.

# Flowchart

Figure 1: Flowchart representing the logic for recognizing teaching intent, confirming it, saving it, and handling updates.


# Pseudocode

Function handle\_user\_input(user\_input):

If input\_matches\_teach\_me\_pattern(user\_input):

Extract label\_from\_input (e.g., "mobile", "dog", "car")

Ask user: "Should I remember this as 'label\_from\_input'?"

If user\_response == "Yes":

If label\_already\_exists(label\_from\_input):

Ask user: "You already said this is 'old\_label'. Do you want to update it to 'label\_from\_input'?"

If user\_response == "Yes":

Update memory with new label

Say: "Got it! I’ve updated it to 'label\_from\_input'."

Else:

Say: "Okay, I’ll keep the original label."

Else:

Save new label to memory

Say: "Got it! I’ll remember that."

Else:

Say: "Okay, I won’t save it."

Else:

Pass input to regular Q&A logic

Function input\_matches\_teach\_me\_pattern(text):

Define patterns:

- "this is a ..."

- "that is a ..."

- "remember this is ..."

- "nexi, remember this is ..."

- "learn this: this is ..."

- "it's called a ..."

For each pattern in patterns:

If text matches pattern:

Return True

Return False

# 

# Example Use Case

User: "This is a flower."  
 Nexi: "Should I remember this as 'flower'?"  
 User: "Yes"  
 Nexi: "Got it! I’ll remember that."

Later…  
 User: "What is this?"  
 Nexi: "That’s a flower. You taught me that."