PES UNIVERSITY
(Established under Karnataka Act No. 16 of 2013)
100 Ft. Road, BSK III Stage, Bengaluru – 560 085

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Course Title: Problem Solving with C Laboratory		
Course code: UE19CS152		
Semester : II sem	Section: L	Team Id: 14
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PROJECT REPORT

Problem Statement:

To create a chatbot which interacts with the user.

Description:

The goal of the chatbot is to casually interact with the user and provide some entertainment and help to the user.
The chatbot first interacts with the user casually about name of user and user's feelings/mood. Based on user's input the chatbot replies accordingly and later it provides a menu containing different entertainment or help options like facts, games, songs, reading, calculator and time and on selecting one of them it leads you right to it.

C-concepts used:

-> *Functions* (delay, facts, game, song, reading, calculator, time, menu, start)

-> *Switch* (for user to select the entertainment/help they need)

-> *If else* (for the chatbot to give appropriate reply based on user's inputs and to check if answers of user is correct is facts entertainment)

-> *String functions* (for chatbot to understand inputs of user with similar meaning and to reply accordingly.
Ex. User: hey/hi/hello
    Chatbot: hello :)
 Also, to compare, concatenate strings.

-> *Loops* (to add \n at the end of line got from from file)

-> *File handling* (to create questions and answers for the facts entertainment)
-> *Structures* (to provide local variables for time i.e hrs, min, sec)

Learning Outcome:

-> *Goto statements* (displays menu again, allows user to make new choices)
-> *System functions* (to access applications of the system)
-> *URL and links* (to directly lead to application chosen by user)
-> *Windows.h (to access functions of windows system)*
-> *Time.h (to access functions which manipulate date and time)*

This project has helped in learning about group/team work, handling errors in codes, learning new topics, presentation skills etc.

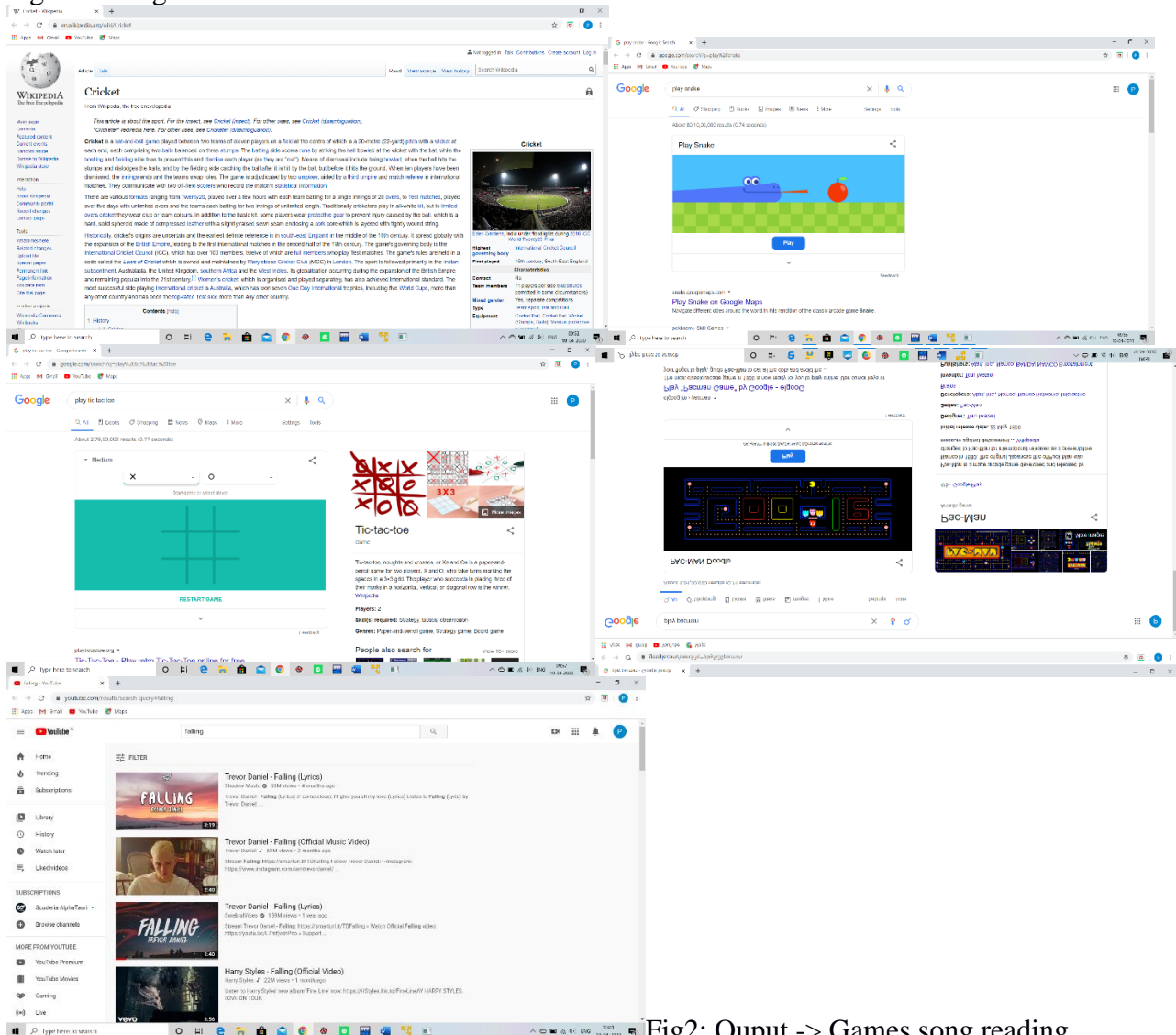## Output Screenshots

Fig1. Starting coversaiton and menu.

Fig2: Ouput -> Games,song,reading.
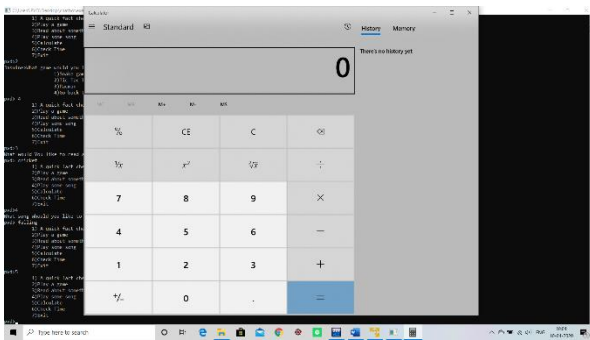
Fig. 3 Calculator
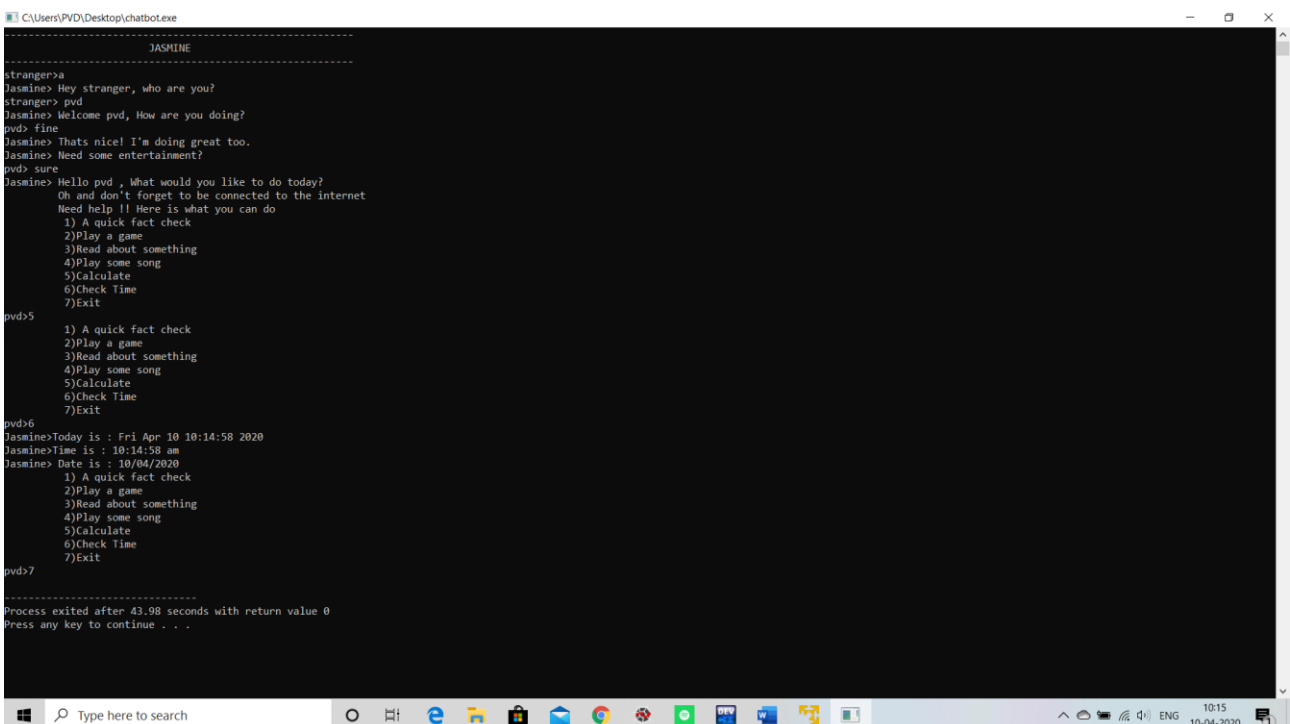
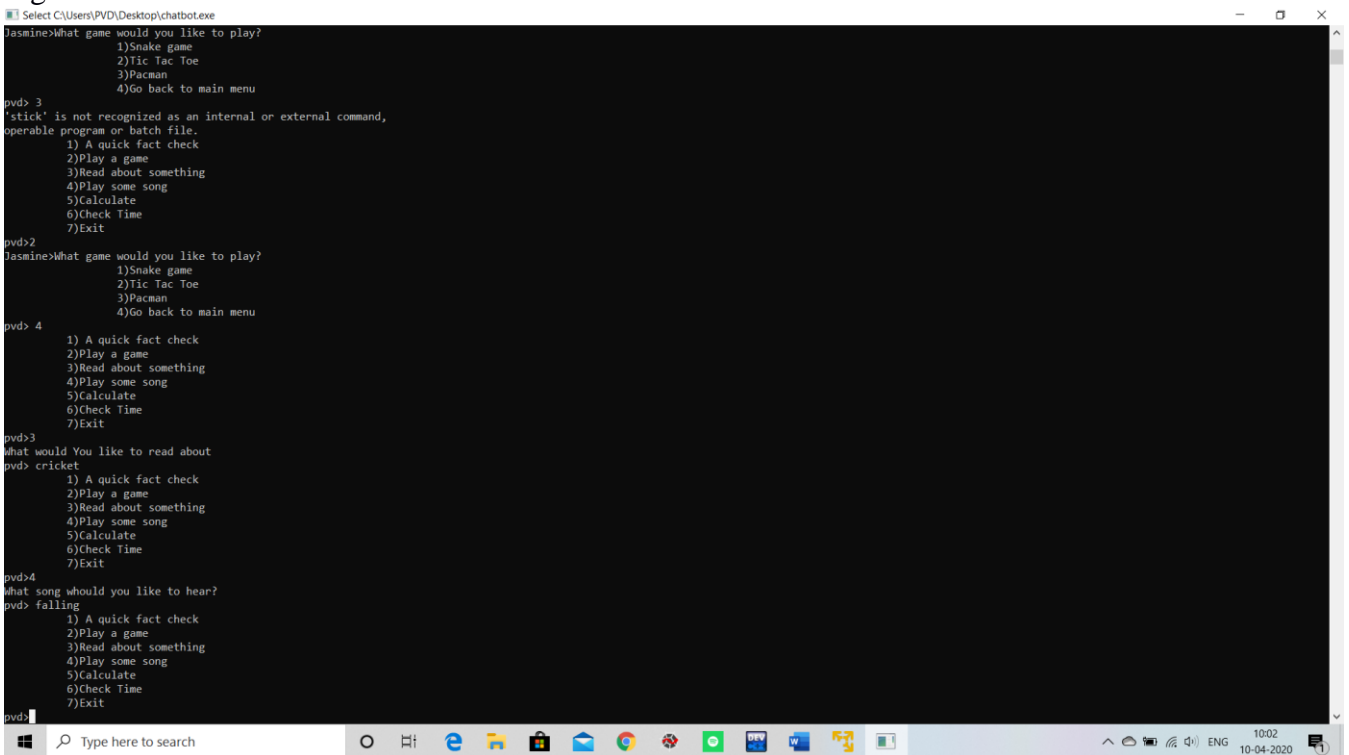Fig4: Selecting options of entertainment (game, song, read, calculate and time)

Fig5: Facts (Q&A)

Fig 6. Denying entertainment

Name and Signature of the Faculty