

Product Specification Document

Overview

The code implements a conversational web application with persistent chat history. Users can have multiple conversations with different AI models.

Key Components

- **Backend** - Flask server, handles API routes and OpenAI requests
- **Frontend** - HTML, CSS, JS, implements UI and client-side logic
- **Database** - Stores conversation data like message history

Main Files

app.py - Flask server code

- API routes for conversations, chat endpoints
- Makes requests to OpenAI API
- Manages conversation state and history

static/js/main.js - Client-side JS

- Makes API calls to backend to load conversations, submit input
- Displays UI elements like messages, chat box, conversation list
- Handles user interactions like sending messages

templates/chat.html - Conversational web app UI

- Renders chat log, composer, conversation list
- Dynamic elements updated by main.js

****Additional Files****

- ****static/css/styles.css**** - CSS styling
- ****static/js/prism.js**** - Syntax highlighting
- ****static/js/marked.min.js**** - Markdown rendering

Key Functionality

- ****Persisted conversations**** - Chat sessions saved in database
- ****Real-time chat**** - User messages sent to AI, responses in real-time
- ****Conversation management**** - CRUD operations
- ****Multiple AI models**** - Switch between different assistants
- ****Message history**** - Entire chat logs available
- ****Interactive UI**** - Chat box, messaging, conversational flow

Key Functions

****app.py****

- ``home()`` - Renders chat interface
- ``chat()`` - Handles chat logic and OpenAI requests
- ``get_conversations()`` - Fetches all conversations
- ``get_conversation()`` - Fetches single conversation
- ``update_conversation_title()`` - Updates title of conversation
- ``delete_conversation()`` - Deletes a conversation

****main.js****

- `updateConversationList()` - Loads conversation list
- `loadConversation()` - Loads a specific conversation
- `showConversationControls()` - Shows conversation controls
- `modelNameMapping()` - Maps model names to display text
- `sendMessage()` - Sends user message
- `renderOpenAI()` - The OpenAI Playground accent for UI modifications.

****Additional****

- `generate_summary()` - Generates conversation title