# **Chatbot**

This is the structure of the chatbot files and codes. Feel free to make whatever changes you want and reach out to me on Slack if you have any questions.

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| --- | --- | --- |
| **Folder** | **Files** | **Comments** |
| CSS | style.css | CSS style sheet |
| js (JavaScript) | chatbot.js | \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*XAPI code\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  Connect to Watershedlrs - learning records store.   * function pageLoaded()   **Note:** that is where you can add code to connect to Watershedlrs or update.  Send statements to Watershedlrs   * function sendInitiationStatement() - initiated * function sendCompletionStatement() – completed   **Note:** two default statements that you can send to Watershedlrs. They are triggered once user complete it. |
| \*\*\*\*\*\*\*\*\*\*the rest is JavaScript code\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  Conditional statements for chatbot messages   * function newEntry() * function chatbotResponse()   **Note:** function chatbotResponse() – It contains multiple conditional statements that meet the basic requirement, but not good enough to filter out all the unnecessary information from user input and could create bugs.  monitor keyboard keypress   * document.onkeypress = keyPress; * function keyPress(e)   Clear user inputs   * function placeHolder() |
| cryptojs\_v3.1.2.js | No change needed |
| Xapiwrapper.js | Connect to Watershedlrs - learning records store.   * var Config = function()   In the file, search for “var Config = function()”, that is where you can add code to connect to Watershedlrs or update. |
|  | Chatbot.html | Chatbot Interface |