# **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.

My understanding is that generally programs, tools, and software that have databases connected (please correct me if I am wrong) and records are saved in the database. Programmers often add code to pull the information out of off the database to display on the user interface. Since we do not have a database for it, all the information is temporary and will not be saved.

|  |  |  |
| --- | --- | --- |
| **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.   * if (lastUserMessage.includes('@gmail.com') – I did not have time to create a statement for email verification, so, it only picks @gmail.com as keywords for user emails.   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 |