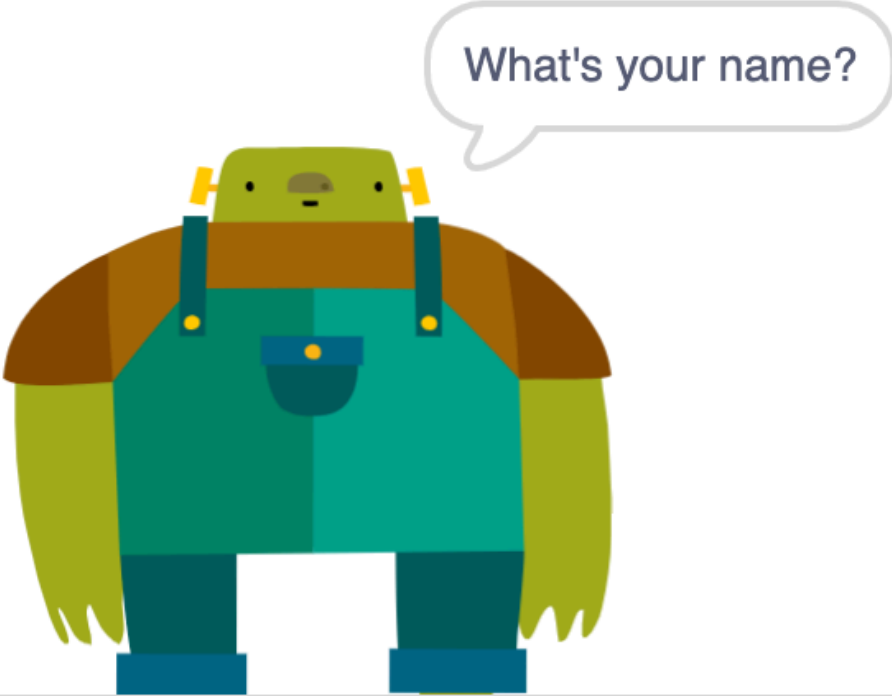


# Let's create a simple chatbot

```
when green flag clicked
  say Hello! for 2 seconds
  say I'm Big Ed from the year 2182 for 4 seconds
  ask_name
  how_are_you

define ask_name
  ask What's your name? and wait
  set name to answer
  say join Hello name for 2 seconds


define how_are_you
  ask Are you OK? and wait
  set health to answer
  if health = yes then
    say Glad to hear it! for 2 seconds
  else
    think Hmm... for 2 seconds
```



Sprite **Big Ed** ↔ x 0 ↔ y 0

Show ☒ ☐ Size **100** Direction **90**



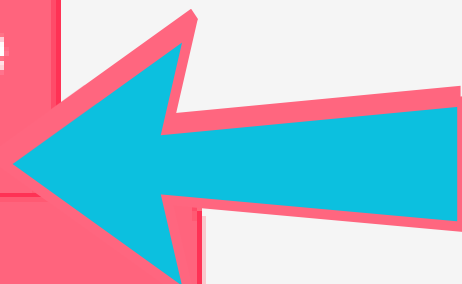
when  clicked

say Hello! for 2 seconds

say I'm Big Ed from the year 2182 for 4 seconds

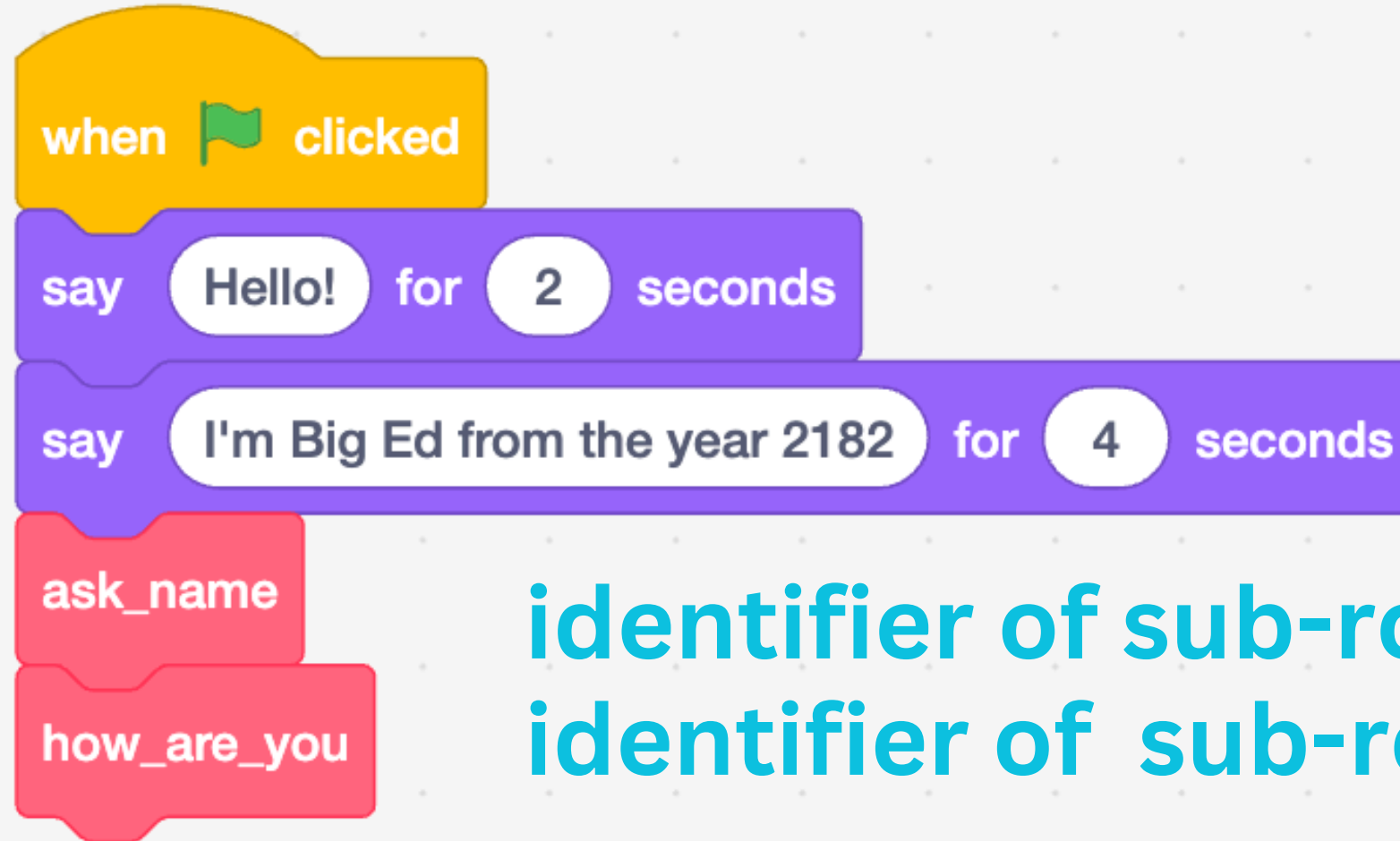
ask\_name

how\_are\_you



Subroutines 1 and 2 are called here

# Sub-routine      main code



identifier of sub-routine 1: ask\_name

identifier of sub-routine 2: how\_are\_you



sub-routine 1: ask\_name is defined here

define how\_are\_you

sub-routine 2: how\_are\_you is defined here

ask Are you OK? and wait

set health ▼ to answer

if health = yes then

say Glad to hear it! for 2 seconds

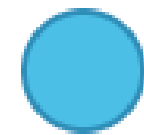
else

think Hmm... for 2 seconds

# 1.Create a chat-bot 1.创建一个聊天机器人

- Use procedures to ask questions and get input from the user

使用程序提出问题并获取用户的输入



Sensing



My Blocks

- Include selections (IF, THEN, ELSE)  
包括选择 (IF、THEN、ELSE)



Control

- Include AND, OR, NOT  
包括 AND、OR、NOT



Operators

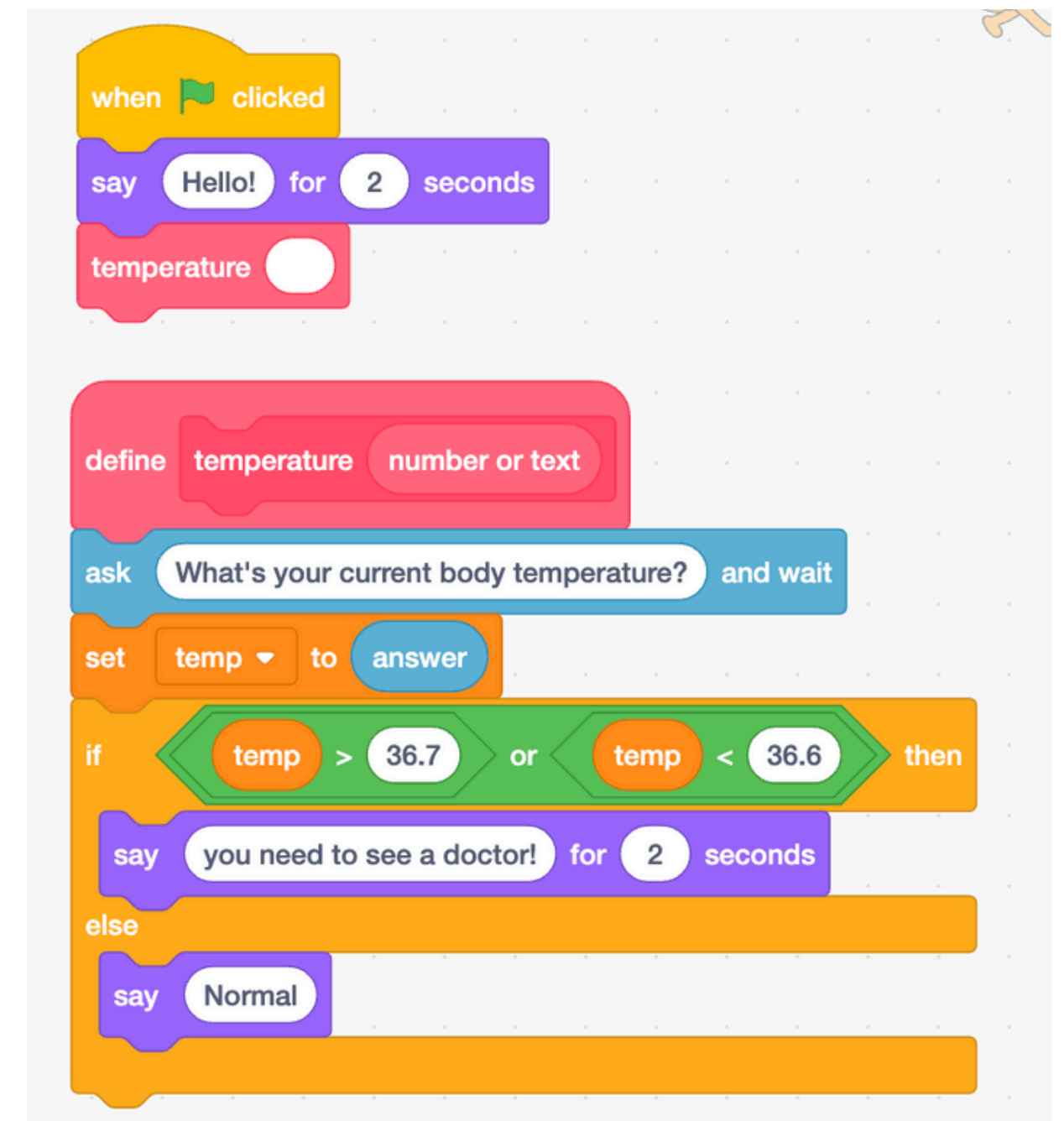
- Include comparison operators  
包括比较运算符



Operators

Optional: any sprite for a chatbot, can change costumes + additional functions

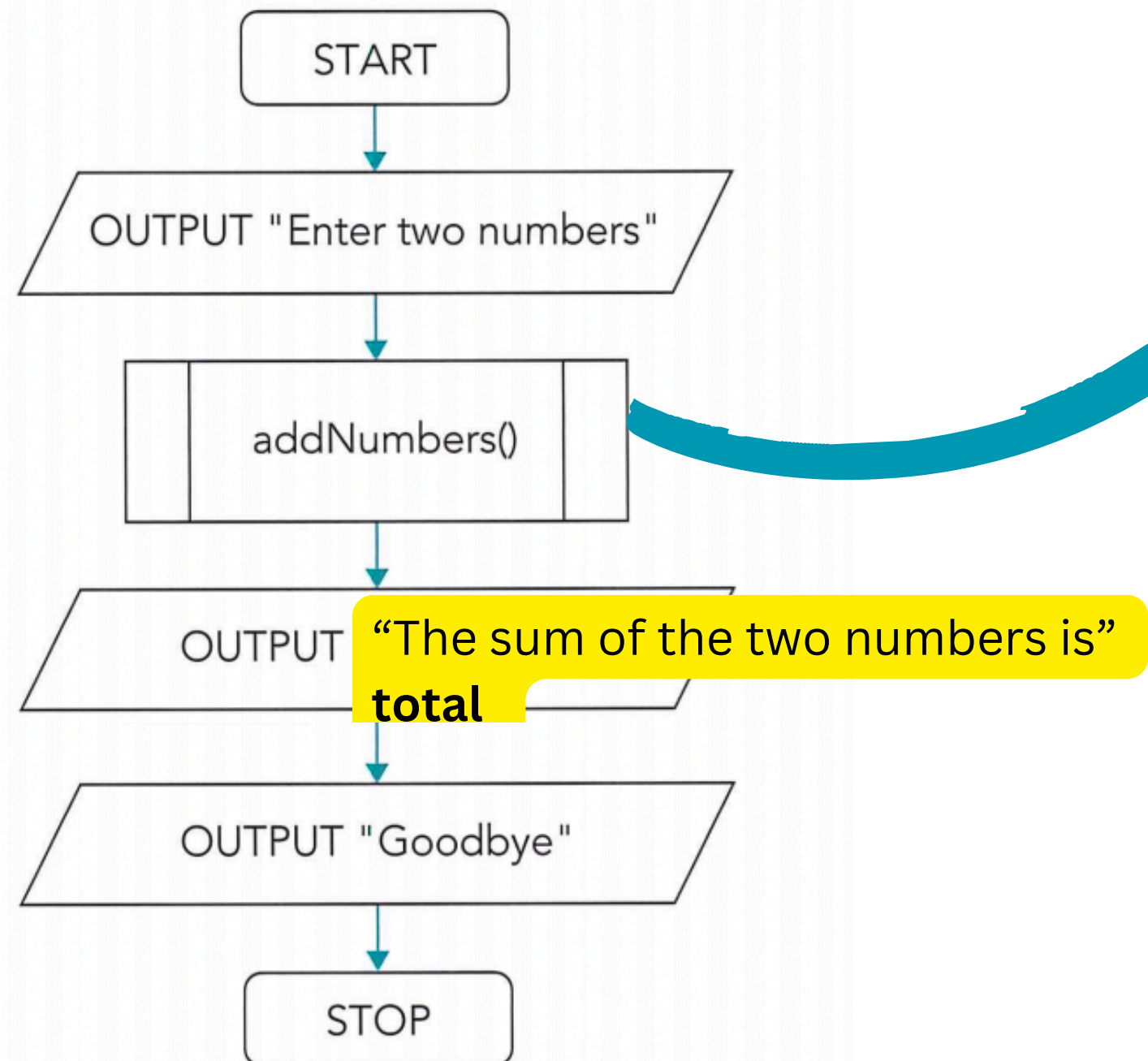
可选：任何聊天机器人的精灵，可以更换服装+附加功能



example

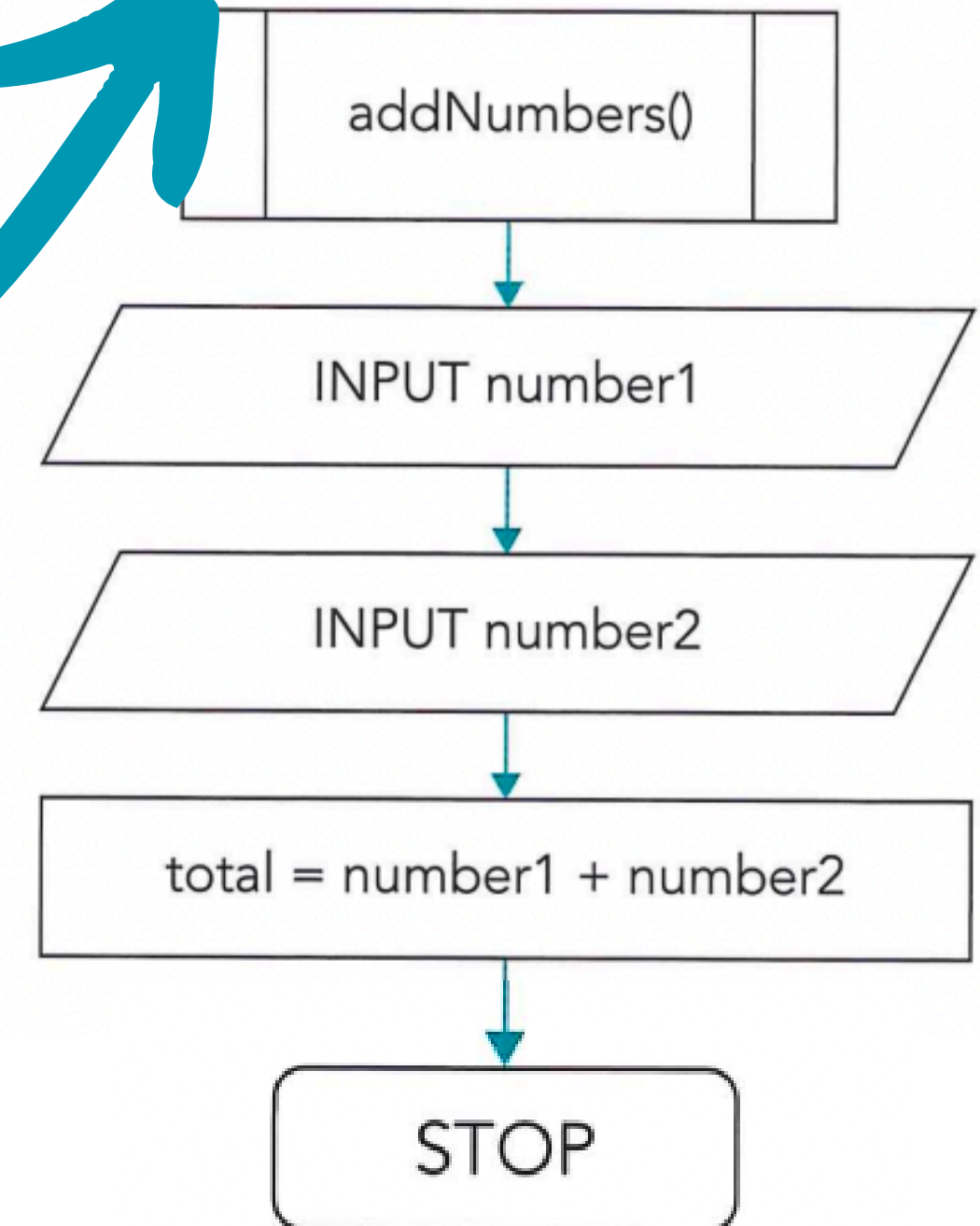
## 2. Add an addition to your chatbot, using subroutine

Main code



My Blocks

Sub-routine



Add to your chatbot in Scratch