

**Topic:** Artificial Intelligence

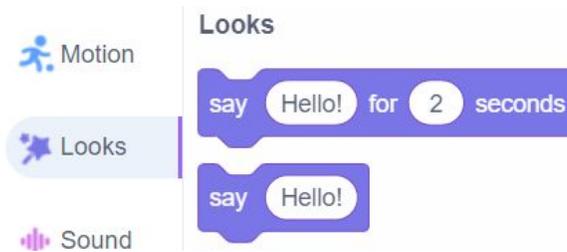
**Short Description:** In this lesson, you will create a chatbot using uCode.

**Steps:**

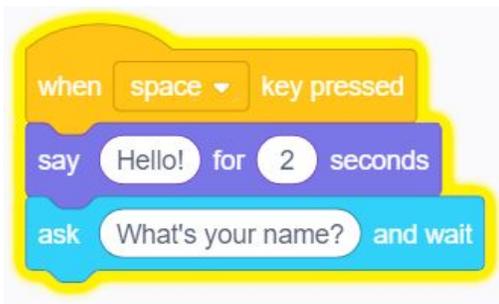
1. Open [uCode](#) in a web browser. Google Chrome is preferred.
2. Click the **Events** drawer on the left side of the screen. Drag one of the top three blocks over to the workspace to start your code.



3. Programmers created chatbots to be interactive programs that mimic human conversation. To get Uco to interact, go to the **Looks** drawer and drag one of the **say** blocks over to the workspace. Connect it under your starting block. Test your code. Did Uco say “Hello”?



4. While saying “Hello” is a good start, Uco will need to do a little more to be considered a chatbot. Let’s have Uco ask a question. Go to the **Sensing** drawer and drag the **ask and wait** block over to the workspace. Connect it under the other blocks. Your code might look something like this:



**Note:** Anything in the white spaces can be changed, along with any drop-down menus like the first block.

- When you test your code, you'll notice a text box that appears below Uco when "What's your name?" appears on the screen. You can type your answer to Uco's question in this box and then press Enter on your keyboard or click the checkmark to the right of the text box.



- Let's have Uco use your answer to the question in response to you so that Uco sounds more like a human. Go back to the **Sensing** drawer and find the **answer** block. To use this block, you'll need to add it inside another block to connect to your current code. Drag a **say for seconds** block from the **Looks** drawer over to the workspace and connect it under the **ask** block.

Now, replace the "Hello!" text with a **join** block from the **Operators** drawer. In the first white space, type "Hello, " and then add the **answer** block from the **Sensing** drawer into the second white space. Your block should look like this:



- Congratulations! You have created a basic chatbot. If you have time, continue adding blocks that will allow for more interaction with Uco. You can find additional blocks by clicking the **Add Extension** button in the lower-left corner. Some of these blocks could really help your Uco chatbot come to life!



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