day35 Chatbot "Bob"
Due: Thursday 11/4/21 6th period
       Friday 11/5/21 7th period

Today you will create a chatbot named Bob. When someone runs your program they will get to "chat" with Bob. Bob's responses are very limited:

Bob answers 'Sure.' if you ask him a question, such as "How are you?".
He answers 'Whoa, chill out!' if you YELL AT HIM (in all capitals).
He answers 'Calm down, I know what I'm doing!' if you yell a question at him.
He says 'Fine. Be that way!' if you address him without actually saying anything.
He says 'I have a dog, too' if you mention dog in what you say to him.
He says 'I have a cat, too' if you mention cat in what you say to him.
He says "Later." and ends the program if you say "bye".
He answers 'Whatever.' to anything else.

Once you get all of this working (see tips below), add two more special responses of your own. Say what these responses are in triple quotes up **at the top** of your program.

Here is a sample run:

```
Welcome to the Bob chatbot. Let's talk!
Type a message to Bob: Hi, this is Mr. Hays
> Whatever.
Type a message to Bob: That's a bit rude?
> Sure.
Type a message to Bob: THIS IS FRUSTRATING!
> Whoa, chill out!
Type a message to Bob: IS THIS REALLY HAPPENING?
> Calm down, I know what I'm doing!
Type a message to Bob: <I hit enter without typing anything>
> Fine. Be that way!
Type a message to Bob: I have better talks with my dog
> I have a pet dog, too
Type a message to Bob: and my cat
> I have a pet cat, too
Type a message to Bob: At least we have that in common
> Whatever.
Type a message to Bob: bye
> Later
```

Tips/steps for writing your chatbot:

- Print a welcome message.
- Do a while True: loop
- Inside the loop, ask the user to type something to Bob using an input call. Save the input into a variable named phrase.
- Do a giant if / elif / elif / else statement so you do only one response to whatever the user types.

- Make the first if be if phrase == "":
  This checks if the user entered nothing. In this case, print "Fine, be that way"
- Then do elif phrase.upper() == "BYE":
  In this case print "Later", then do a break to end the program.
- Then do elif "?" in phrase and phrase.upper()==phrase:
  (That's all in one line elif "?" in phrase and phrase.upper()==phrase:)
  This checks if the phrase is all caps and that it has a question mark in it. In this
  case, print "Calm down, I know what I'm doing!"
- Next, do elif "?" in phrase:
  This checks if the user typed in a question mark with a question that is NOT all
  caps. In this case, print "Sure."
- Next, do elif phrase == phrase.upper():
  This checks if the phrase is all caps. In this case, print "Whoa, chill out!"
- Next do elif "dog" in phrase:
  This checks if "dog" is in the message. If it is, print "I have a dog, too."
- Next do elif "cat" in phrase:
  This checks if "cat" is in the message. If it is, print "I have a cat, too."
- Finally, do an else:
  For this, print "Whatever". This is the catch-all phrase, what we print when none
  of the other things get triggered. Remember, the else just is else: by itself on one
  line with the print on the next line.

Good luck! Have fun giving Bob his grumpy personality. If you prefer, consider making
Bob completely upbeat and cheerful instead. I'm fine with you being creative. Please just
keep it school appropriate.

After you get all of the above working, add two more elif statements BEFORE the else
and give Bob unique responses to these keys. If you don't understand what I'm asking for
here, please speak up.

Finally, run Bob, and force him to give you every single response (see my sample output
for an example of this.) Copy this output and put it into triple quotes **at the end** of your
program.