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MOVIE TICKETS ENQUIRY

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ABSTRACT

Starting in 1996 with the introduction of the reat deal of effort has been devoted towards the goal of developing a Chatbot system that would be able to pass the Turning Test. These efforts have resulted in the creation of a variety of technologies and have taken a variety of approaches. Chatbots are software agents that interact with the user in a conversation. The main goal of their creations was to resemble a human being. Proposed Chatbot uses natural language processing (NLP) to analyze chats and extracts intent of the user with a score similar to the likes of WIT. Recent advances in machine learning have greatly improved the accuracy and effectiveness of natural language processing, making Chatbots a viable option for many organizations. The functionality of the Chatbot can be improved by integrating it into the organization's enterprise software. A Chatbot can be used as an "assistant" to a live agent, if desired. Most commercial Chatbots are dependent on platforms created by the technology giants for their natural language processing. These include Amazon Lex,Google Cloud Natural Language API and IBM Watson.

Keywords: *Database, Chatbot, Artificial Intelligence, Interact*

I. INTRODUCTION

1.1About the project

A Chatbot is a computer program or an artificial intelligence which conducts conversation between human and computer. This all started with the question “Can machines think?” by Alan Turing in 1950.This paper may be a literature review of the look decisions, design and algorithms employed in Chatbots. This also gives an idea about Chatbot development, beginning with a case study of IBM Watson’s Chatbot functionality and security considerations and Chatbot applications.

The main purpose and idea of the Chat-bots is that the computer is performing a natural language conversation with human clients which should be as human-like as possible. Based on the task, bot was made for the conversations then usually serves some specific idea such as searching the web, organizing files on the computer, setting up appointments, etc.

Due to the drawbacks of scripted responses, developers and researchers kept adding new functionalities to the existing ways how Chatbots

works, converging mostly to the use some sort of ideas and remembering facts from the conversation. While these improvements made Chatbots much more successful, at the same time introduced a number of different approaches, systems and solutions to the same problem. The aim of this paper is to make a survey of Chatbot technologies and approaches and thus make it easier for a developer or a researcher on to which technology to use for the research or further development of the Chatbot system.

CHATBOT is a man-made person, animal or alternative creature that holds conversations with humans. This could be a text primarily based (typed) voice communication, a spoken voice communication or perhaps a non-verbal voice communication. Chatbot can run on local computers and phones, though most of the time it is accessed through the internet.

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It can be interesting, inspiring and intriguing. It seems everyplace, from old ancient HTML pages to modern advanced social networking. Websites, and fromcommonplacecomputers to modern good mobile devices. Chat bots talk in almost every major language.

Their language (Natural Language process, NLP) skills vary from extraordinarily poor to terribly clever intelligent, useful and funny. The same counts for his or her graphic style, sometimes it feels like a cartoonish character drawn by a child, and on the other hand there are photo-realistic 3D animated characters available, which are hard to distinguish from humans. And they square measure all remarked as "Chatbots".

The three-vital standard of an insightful Chatbot are as per the following –

- Understanding rather than memorization
- Ability to handle repetitive queries
- AIML based response mechanism Chatbots extensively are utilized for the shrewd right hand applications.

In like Manner, they create reactions from the client's information. The Chatbot need ability to break down regular dialect discourse present useful Chatbot applications, showing that Chatbots are found in regular daily existence. Making a Chatbot in perspective of film ticket booking. This Chatbot will answer client's question, for example, identified with motion picture, games, occasion, and show. Creating bot check be a fun and fascinating method for applying software engineering learning while additionally investigating subjects, for example, characteristic dialect handling and general content preparing Chatbots are PC programs that connect with clients utilizing common dialects. This innovation began in the 1960's; the point was to check whether Chatbot frameworks could trick clients that they were genuine people. Notwithstanding, Chatbot systems are not just worked to impersonate human discussion, and engage clients.

1.2 Objectives:

- To effectively predict user's location and recommend movies based on user input details like age, gender, location, etc.
- The main objective of movie ticket booking is to manage the detail of seat, booking, customer and shows. It deals with all the data about seats, motion picture, and show.
- The motivation behind undertaking is to assemble an application program to Manual work of overseeing seat, booking, and motion picture.
- It tracks all insight about the customer, payment, demonstrates the primary reason for Chatbots is to help business groups in their relations with clients by offering accuracy, personalization, practicality and flexibility.
- Movie Chatbot will be available online 24/7, being AI-based, they don`t need to be downloaded and easy to improve/customize etc.

1.3 Scope:

This is a web application for buying movie tickets online. Customers can buy tickets 24×7. This system is developed keeping in view of the current multiplex working pattern. Schedule for many screens can be programmed in this application. Customer can choose city and name of multiplex where they want to see movie and get their movie timings. Customers can see a graphical view of the seat availability and choose their desired seat. They can pay ticket amount online via credit card etc. The Cinema Chatbot allows a user to message either via Facebook page or directly from the website to find out where and when movies are playing nearby and thrn book tickets .We can even integrate the bot experience in dedicated film sites for major movie releases and focus on one title at time.

The main purpose of Online Movie Ticket Booking system project is to provide an automated system of buying movie ticket. Now customer can get to know movie show timing and buy tickets online via internet 24×7. Admin has full control over all modules of this application. Admin can add new movie details and poster. After that he enters movie schedule and booking opening date. Customer can view this schedule and book ticket in his desired show time. Customer should register themselves on the web portal for buying ticket.

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1.4 Advantages:

- Instant payment order on the web-site.
- The customer immediately receives a guarantee of obtaining services. Often online booking system uses a loyalty program, providing discounts and bonuses, thereby attracting more clients.
- The client chooses the desired services of a set of additional services, the exact time and date of booking.
- Business does not need to communicate with the client, as the book takes place automatically without administrator intervention.
- The system operates autonomously 24/7
- It is possible to send SMS and push notifications
- It is possible to receive payments via PayPal and other payment systems.
- No need to install software on your server or device
- Time economy.
- Simplifies and speeds up the booking process.
- Automates online payments.
- Automates reminders through Email and SMS.
- Structures the services, extras, employees, locations catalog.
- Stores the complete history of appointments, clients, payments, cancellations.
- Allows marketing automation or sync with external marketing tools.
- Synchronizes with your staff's or your own Google Calendar.
- Allows creating personalized booking forms with custom fields.
- Bots interact with customers in natural conversational language
- Context Awareness
- Free of cost

1.5 Applications:

- It tracks all the information of shows, payment, movie etc.
- To increase the efficiency of managing the customers.
- Shows the information and description of the customers, shows.
- It generates the report on customers, payment, shows.

II. LITERATURE SURVEY

It was one of the first Chatbots, designed in 1966. It acts like a therapist by rephrasing statements of the user and posing them back as questions. ELIZA works by simple parsing and substitution of key words into reframed phrases. People get emotionally caught up by ELIZA's confident replies forgetting that it's a machine [1].

ELIZA was written at MIT by Joseph Weizenbaum between 1964 and 1966. The most famous application of ELIZA was DOCTOR, a simulation of a Rogerian psychotherapist. It had almost no information about human thought or emotion and still DOCTOR sometimes provided a startlingly human-like interaction. When the "patient" exceeded the very small set of knowledge, DOCTOR might prompt a generic response, for example, responding to "I am sad" with "Why are you sad?", a possible response to "My sister hates me" would be "Who else in your family hates you?". ELIZA was taken seriously by several of its users, even after Weizenbaum explained to them that it's not a human [2].

The Chatbot architecture includes a language model and pattern matching algorithms to emulate informal conversation between a human and a system using natural language Odeon's Chatbot, developed by social technology company Gruvi, requires user to like the brand's Facebook page and then either click "Message" or type "Odeon" into a chat search. The bot then informs the customer of nearby cinemas or where, and what time, their selected film is showing. Once a decision has been made, the customer is sent a link to a booking page.[3]

Design of Chatbot with 3D Avatar, Voice Interface, and Facial Expression. This paper specifies Chatbot that respond in 3D avatar, voice detection, face expressions, gestures. Distinguish the voice with too many unneeded noise. [4]

The paper illustrates the implementation and semantic enhancement of a domain-oriented Question-Answering system based on a pattern-matching chat bot technology, developed within an industrial project, named FRASI. The main difficulty in building a KB for a chat bot is to handwrite all possible question-answer pairs that constitute the KB. The proposed approach simplifies the chat bot realization thanks to two solutions. The first one uses an ontology, which is exploited in a twofold manner [4]

A chatterbot (also known as a talkbot, Chatbot, "Bot", chatterbox, Artificial Conversational Entity or similar) is a computer program which conducts a conversation via auditory or textual methods.[5]

The need of Chatbot systems has become important with the ubiquitous use of personal systems which wish to communicate and the desire of their makers to provide natural language for them to communicate with humans [6].

A Chatbot system is a software program that interacts with users using its own language called the natural language. The purpose of a Chatbot system is to simulate a conversation with a human which is so human-like that the person gets fooled into believing that he's talking with a human [6].

Initially, developers built and used Chatbots for entertainment purposes and used simple keyword matching algorithms to find an answer to a user query, such as ELIZA (Weizenbaum, 1966, 1967). The seventies and eighties, before the arrival of graphical user interfaces, saw rapid growth in text and natural-language interface research, e.g. Cliff and Atwell (1987), Wilensky (1988). Since then, a plethora of new Chatbot architectures have been developed, such as: MegaHAL (Hutchens, 1996), CONVERSE (Batacharia, 1999), HEXBOT (2004) and ALICE (2007) With the improvement of natural language processing (NLP) and machine-learning techniques, better decision— making capabilities, availability of corpora, processing tool standards like XML [7].

In our project we are using AIML. AIML is an XMLbased language which can be used for interaction between Chatbots and humans. The atomic unit in AIML is category, which consists of attributes called as pattern and template. We are also using a speech to text/text to speech recognition to recognize the Indian accent more efficiently. While constructing the soundbase of the catboat, the following can help heighten its speech recognition rate: the soundbase should be built to match user speech input based on non-native-specific, area-specific, age-group-specific, and gender-specific parameters [8].

A few Chatbots with useful applications in our system are presented. We begin by discussing the ELIZA Chatbot system architecture and the working. Then we continue discussing about other systems like ALICE [9]

The user will speak out his query on his/her phone using the application system. The application sends this speech as input to the speech recognition module which will convert the speech into text. This will be implemented using Google speech recognition API. There are two ways to do so, using Recognizer Intent or by creating an instance of Speech Recognizer [10].

Normalization is applied for each input, removing all punctuations, split in two or more sentences and converted to uppercase. E.g.: Can you, or can you not do this? Is converted to: CAN YOU OR CAN YOU NOT DO THIS. The spoken language understanding module will understand the meaning of the query using semantic representation. This is done so the application system can recognize what the user actually wants. Semantic representation of a query will help the system realize the connotation as well as denotation of the query. Semantic representation is implemented using either of two methods, orthographic similarity or phonetic similarity [11].

The interpreter processes the template that belongs to that particular category and generates the output. System appends the constructed output as input to the text-to-speech synthesis module. The response in form of speech

which is generated will get fed to the user as input in the form of words. The conversion of text back to speech is implemented using Google text-to-speech synthesis. We use Google TTS synthesis by importing the package android. speech.tts [12].

Existing Chatbot knowledge bases are mostly hand-constructed, which is time consuming and difficult to adapt to new domains. Automatic Chatbot knowledge acquisition method from online forums is presented in this paper. It includes a classification model based on rough set, and the theory of ensemble learning is combined to make a decision. Given a forum, multiple rough set classifiers are constructed and trained first. Then all replies are classified with these classifiers.[13]

In this work, we explain the design of a chat robot that is specifically tailored for providing FAQBot system for university students and with the objective of an undergraduate advisor in student information desk. The chat robot accepts natural language input from users, navigates through the Information Repository and responds with student information in natural language. In this paper, we model the Information Repository by a connected graph where the nodes contain information and links interrelates the information nodes.[14]

MeditateBot is an AI-powered Chatbot that helps in the forming of a daily meditation practice. Schedule a daily meditation or choose from a growing list of meditations on demand. Listen to all meditations directly in Messenger.[15]

Peaceful Habit is a simple meditation bot that helps you meditate every day for 5, 10 or 20 minutes anywhere, anytime! Peaceful Habit is a simple Skill that helps you meditate for 5, 10, 20, or 40 minutes every day. Each meditation begins and ends with three bell chimes to prepare you for the meditation and to let you know when your practice is complete. In between the chimes is peaceful silence so you can concentrate on your meditation practice.[16]

GymBot - GymBot is a Facebook Messenger bot that tracks your training effortsGymbot.io is tracked by us since November, 2017. Over the time it has been ranked as high as 3 856 199 in the world. It was hosted by HetznerOnlineGmbH. Gymbot has the lowest Google pagerank and bad results in terms of Yandex topical citation index. We found that Gymbot.io is poorly ‘socialized’ in respect to any social network. According to Google safe browsing analytics, Gymbot.io is quite a safe domain with no visitor reviews.[17]

It’s harder than ever for an app to find users and get traction. Meanwhile, people are spending most of their mobile time in messaging apps. 1.4 billion people used a chat app in 2015 – and young people were the most active among them. Within these messaging apps has emerged a new and engaging way for users to interact with brands, games and much more in the form of Chatbots. At a high level, a Chatbot is an automated software program that can carry out certain commands when it receives a specific input. For example, if you ask a bot what the weather’s like, it could send you something like, “56°F, clear skies today!”.With Chatbots; you can reach consumers in fun, useful, and meaningful ways in an environment that presents the least friction possible. There’s nothing to download, no icons to add to the homescreen, and no memory hogging. It’s just like a regular conversation with a new friend.[18]A bot is a type of Slack App designed to interact with users via conversation. A bot is the same as a regular app: it can access the same range of APIs and do all of the magical things that a Slack App can do. But when you build a bot for your Slack App, you're giving that app a face, a name, and a personality, and encouraging users to *talk* to it. Your bot can send DMs, it can be mentioned by users, it can post messages or upload files, and it can be invited to channels - or kicked out. Bots are *not* cybernetic infiltration units, and it is unlikely that they dream of electric sheep, though we can't rule it out.[19]

Bots are artificially intelligent programs that can do many useful things like search for news, summarize webpages, play games, and more. You can start chatting with a bot just like you chat with friends - simply click on the bot and start typing. If you want to report feedback on a specific bot, contact the bot developer directly. You'll find the name of the developer in the 'created by' section of the bot's profile. Skype bots are currently available in the following countries/markets; specific bot availability is determined by the bot developed.[20]

The Messaging API allows for data to be passed between the server of your bot application and the LINE Platform. When a user sends your bot a message, a webhook is triggered and the LINE Platform sends a request to your webhook URL. Your server then sends a request to the LINE Platform to respond to the user. Requests are sent over HTTPS in JSON format. Reply with a message to users who interacts with your bot. Requires a reply token in the request. For more information, see Send reply messages Get LINE user profile information of users who interact with your bot in one-on-one and group chats. You can get users' display names, profile images and status messages. For more information, see Get profile. Send messages in group chats and get information about the members of the group. For more information, see Group chats.[21]

Telegram is poised to come out with Apple Watch support and, as I hinted, a brand new Bot platform (this will be in Telegram 3.0 for iOS). If you want you can also get a preview here. Pavel Durov of VK.com fame, recently explained to me how the Bot API and platform will allow third-party developers to create Bots which are simply Telegram accounts operated by software sporting A.I.-like features. This means the platform will ping other services as well, such as 'Internet of Things' platforms. To me this seems like a missed opportunity for a company like Twitter and rich one for a startup like Telegram. Examples of this might be an image bot integrated with the Bing Image search API or an empty conversation with a poll bot.[22]

Telegram is a cloud-based instant messaging and voice over IP service developed by Telegram Messenger LLP, a privately held company registered in London, United Kingdom, founded by the Russian entrepreneur Pavel Durov and his brother Nikolai. Telegram client apps are available for Android, iOS, Windows Phone, Windows NT, macOS and Linux. Users can send messages and exchange photos, videos, stickers, audio and files of any type. Telegram's client-side code is open-source software but the source code for recent versions is not always immediately published,whereas its server-side code is closed-source and proprietary. The service also provides APIs to independent developers. In March 2018, Telegram stated that it had 200 million monthly active users.According to its CEO, as Messages and media in Telegram are only client-server encrypted and stored on the servers by default.The service provides end-to-end encryption for voice calls, and optional end-to-end encrypted "secret" chats between two online users, yet not for groups or channels.Telegram's security model has received notable criticism by cryptography experts. They criticized the general security model of permanently storing all contacts, messages and media together with their decryption keys on its servers by default and by not enabling end-to-end encryption for messages by default.[23]

Pavel Durov has argued that this is because it helps to avoid third-party unsecure backups, and to allow users to access messages and files from any device. Cryptography experts have furthermore criticized Telegram's use of a custom-designed encryption protocol that has not been proven reliable and secure. Telegram has faced censorship or outright bans in some countries over accusations that the app's services have been used to facilitate illegal activities, such as protests and terrorism, as well as declining demands to facilitate government access to user data and communications.[24]

Chatbots have recently become the focus of greater research interest. Unlike goal oriented dialog systems, Chatbots do not have any specific goal that guides the interaction. Consequently, traditional evaluation metrics, such as task completion rate, are no longer appropriate. The difficulty of evaluation is intrinsic as each conversation is interactive, and the same conversation will not occur more than once; one slightly different answer will lead to a completely different conversation; moreover there is no clear sense of when such a conversation is "complete". It is not possible to design a pipeline to evaluate such systems in a batch mode, nor is it easy to equate participants on various dimensions that may influence their behavior.[25]

The response principle is matching the input sentence from user. From input sentence, it will be scored to get the similarity of sentences; the higher score obtained the more similar of reference sentences. The sentence similarity calculation in this paper using human and machine. The sentence as two letters of input sentence. The knowledge of Chatbot is stored in the database. The Chatbot consists of core and interface that is accessing that core in relational database management systems (RDBMS). The database has been employed as knowledge storage and interpreter

has been employed as stored programs of function and procedure sets for pattern-matching requirement. The interface is standalone which has been built using programming language of Pascal and Java.[26]

Traditional Chatbots lack the capability to correctly manage conversations according to the social context. However a dialogue is a joint activity that must consider both individual and social processes. In this work we propose a model of a social Chatbot able to choose the most suitable dialogue plans according to what in sociological literature is called a "social practice". The proposed model is discussed considering a case study of a work in progress aimed at the development of a serious game for communicative skills learning.[27]

Conversational agent is an interactive agent that conducts conversation via textual and auditory mode. Chatbots are at the peak point of developing area. The conversational agents explore more possibility in the domain of customer engagement to improve the ways of doing business. It is one of the most useful technologies that replacing the traditional models and making apps and websites inessential. A conversational agent is a computer program that has humanlike conversations in its natural format including text or spoken language using artificial intelligence technique such as image and video processing, Natural Language Processing (NLP) and audio analysis. The most interesting feature of the bots is that they learn from the previous interactions and become smarter over the time. Conversational models work in two ways- rule based and smart machine based. Rule based models follow rules to do job and smart machine models are also called cognitive computing, where it uses machine learning to do job and adapt their behavior based on experience.[28]

A Chatbot is a conventional agent that is able to interact with users in a given subject by using natural language. The conversations in most Chatbot are still using a keyboard as the input. Keyboard input is considered ineffective as the conversation is not natural without any saying and a conversation is not just about words. Therefore, this paper proposes a design of a Chatbot with avatar and voice interaction to make a conversation more alive.

This proposed approach method will come from using several API and using its output as another input to next API. It would take speech recognition to take input from user, then proceed it to Chatbot API to receive the Chatbot reply in a text form. The reply will be processed to text-to-speech recognition and created a spoken, audio version of the reply. Last, the computer will render an avatar whose gesture and lips are sync with the audio reply. This design would make every customer service or any service with human interaction can use it to make interaction more natural. This design can be further explored with additional tool such as web camera to make the agent can analyze the user's emotion and reaction.[29]

Chatbot is a conventional agent that is able to interact with users in a given subject by using natural language [1]. Normally, chatbot has the ability to answer questions from the user, provide comments, or bring a topic to be discussed with the user. Many chatbots have been deployed on the internet for the purpose of education, customer service, site guidance, or even entertainment functions. Existing famous Chatbot systems include ALICE [2], SimSimi, and Cleverbot.[30]

This paper presents the design and development of an intelligent voice recognition chat bot. The paper presents a technology demonstrator to verify a proposed framework required to support such a bot (a Web service). While a black box approach is used, by controlling the communication structure, to and from the Web-service, the Web-service allows all types of clients to communicate to the server from any platform. The service provided is accessible through a generated interface which allows for seamless XML processing; whereby the extensibility improves the lifespan of such a service. By introducing an artificial brain, the Web-based bot generates customized user responses, aligned to the desired character. Questions asked to the bot, which is not understood is further processed using a third-party expert system (an online intelligent research assistant), and the response is archived, improving the artificial brain capabilities for future generation of responses.[31]

Two Chatbot systems ALICE and Elizabeth were reviewed in this paper. We decide to train ALICE rather than Elizabeth to learn from human dialogue corpora for two reasons. Firstly, the AIML format is closer to the markup format used in annotated corpora. Secondly, the simplicity in generating patterns/templates, and applying simple

pattern matching technique. Our main conclusion relating to Corpus Linguistics is that the Dialogue Diversity Corpus (DDC) illustrates huge diversity in dialogues, not just in the subject area and speaker background/register but also in mark-up and annotation practices. We urge the dialogue corpus research community to agree standards for transcription and markup format: this would help us, and others too. Expanding AIML files using least frequent word and investigating how to incorporate corpus-derived linguistic annotation into an Elizabeth-style Chatbot pattern file are the future direction of this research.[32]

The system which was proposed is only a minimum viable product and has lot of future possibilities and it can be improved as well the improvement in performance as well as knowledge of the bot will increase. In future the bot will be able answer accurate and somehow it can also replace humans in live support that will save lot of infrastructure and resource cost. User analytics can have the way to track where the bot did not help and analyze over time.[33]

A chatterbot (also known as a talkbot, Chatbot, "Bot", chatterbox, Artificial Conversational Entity or similar) is a computer program which conducts a conversation via auditory or textual methods. Such programs are often designed to engage in small talk with the aim of passing the Turing test by fooling the conversational partner into thinking that the program is a human. However, chatterbots are also used in dialog systems for various practical purposes including customer service or information acquisition. Some chatterbots use sophisticated natural language processing systems, but many simply scan for keywords within the input and pull a reply with the most matching keywords, or the most similar wording pattern, from a textual database.[34]

Chatbots are computer programs that interact with users using natural languages. This technology started in the 1960's; the aim was to see if Chatbot systems could fool users that they were real humans. However, Chatbot sys-terms are not only built to mimic human conversation, and entertain users. In this paper, we investigate other applications where Chatbots could be useful such as education, information retrieval, business, and e-commerce. A range of Chatbots with useful applications, including several based on the ALICE/AIML architecture, are presented in this paper.[35]

III. METHOD & MATERIAL

Software Requirements: IBM Watson.
1: Create the Assistant service The first task is to create an instance of Watson Assistant on IBM Cloud. Make sure that you are logged in to your IBM Cloud account. Click Catalog and then click Services > Watson > Assistant. For the service name, type library St Click Create.Now Click Launch tool to open the Watson Assistant workspace. The Car Dashboard sample is a predefined conversation.
You can use it to get a few implementation examples.

2: Create a workspace You must use workspaces to maintain separate intents, user examples, entities, and dialog flows. Watson Assistant uses a step-by-step approach to guide you to create workspace, intents, and so forth. In the Workspaces section, click Create.
Type a name for the workspace. In the examples throughout this tutorial, the workspace name is
Support Helpdesk.

3:Create intents Add intents. An intent is a group of examples of things that a user might say to communicate a specific goal or idea. To identify intents, start with something that a user might want and then list the ways that the user might describe it. For each intent, think of the various ways that a user might express his or her desire those are the examples. Examples can be developed by using a crowd sourcing approach. For example, in a discussion with the support team, you might gather this set of standard questions that support received from user:

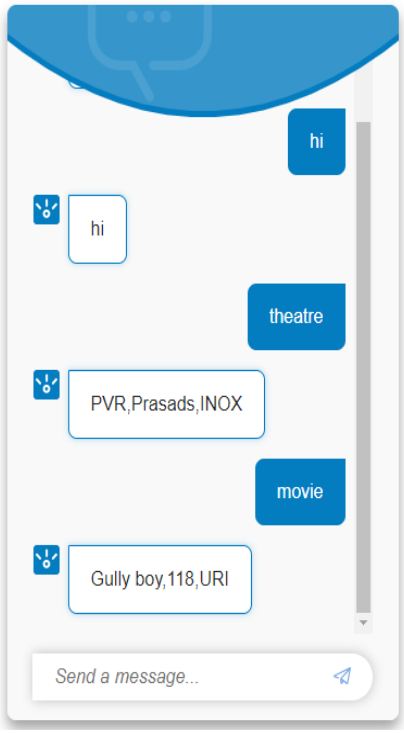
1. what are timings of movie? 2. Information about movie? 3. What are the movies available? 4. What are the theatres nearby? Each of those questions is documented as a frequently asked question in the support teams document repository. Some solutions persist in a relational database in the form of application. problem > solution. Add those intents to the workspace: From the Build page, click Intents and click

Createnew.For the intent name, type application Access after the number sign (#).For each intent, add examples to train the conversation for intent recognition. You can enter the same examples as above. Create the Goodbyes intent and add examples for it.

2. Because many intents can be reused from conversation to conversation implementations, you can define .csv files and import them in the Conversation Tool Intents. The .csv format is shown in this example with one intent per line: To get the IT support demonstration intents, click the Import link on the Intents page to import the wcsworkspace/ITSupport-Intents.csv file from the GitHub repository.

As soon as you create an intent, you can test it by clicking Ask Watson icon in the top, right-hand side of the conversation editor. Enter one of the examples. You should get the #greetings intent identified by Watson. Enter other greetings to test the #greetings intent. 4:Add entities An entity is a portion of the user;s input that you can use to provide a different response to a particular Intent. Click Entities. On the Entities page, click Create new. Adding values and synonyms to entities helps your Chatbot learn important details that your users might mention. Each entity definition includes a set of specific entity values that can be used to trigger different responses. Each value can have multiple synonyms that define different ways that the same value can be specified in user input. Create entities to represent to the application what the user wants to access Fuzzy logic is a feature that allows Watson Assistant to accept misspelled words. You can enable this feature at the entity level.

IV. RESULT & DISCUSSION



In the IBM Watson assistant we can create our own assistant.The assistant responds in the following manner.Firstly the greetings are given to the assistant bot when we open the preview link it directly gives that helllo welcome to awesome theates we can help you to organize movie reviews.Then we need to give the input as I would like to plan for a movie.Then bot asks to give the location which we are willing to.It gives some locations in your city.And we have to select one among them.After selecting the location the bot gives the theatres available in that location we have to select one thatre which we are preferrable to go.Then the bot gives all informatin about the theatre which we opt for. It also helps us to know abourt the theatre ,any offers available for bookinfg online,the types of seats that are

preferrable for the customers and many more.In the above figure we can look ahead about what are the things we can know about the movie.

V. CONCLUSION

From my point of you, Movie Tickets Enquiry Chatbots are smart assistants with artificial intelligence are dramatically changing businesses. These days, consumers expect to be able to find the information they are looking for online faster and easily. And when a business can't provide that type of experience, they become unsatisfied. Chatbots cools the consumer by providing the response immediately. This movie ticket booking Chatbot gives exact time date and location of movie the user wants to watch. The main benefits of Chatbots are:

1. 24-hour service
2. Instant responses
3. Answers to simple questions

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