

Introducing: Social Support





The Goal:

The goal of this app is to provide support to users that may be struggling with their emotions. It will ask the user how they are feeling and provide a response to their emotion. It also provides hotlines and websites to those that are suffering.

The Programming Process:

```
1 while True:
2     #Asking for the user's name
3     name = input("What is your name? ")
4     #Introducing the function of the program and asking the user how they are feeling
5     currently_|
6     feeling = input(
7         "Hello " + name +
8         ", how are you feeling today? Are you happy, sad, annoyed, anxious, excited, scared or
9         angry? "
10    )
```

We created a function for every emotion that can be used as an input. Once the user inputs an emotion, it will print the response.



Output:

```
>_ Console v x Shell x +
What is your name? Emily
Hello Emily, how are you feeling today? Are you happy, sad, annoyed, anxious, excited, scared or
angry? angry
I hope that you'll find yourself in a pleasant mood later on. But, if your anger persists here's
someone you can call to confide in: 988. Otherwise you might want to check out this website:
https://www.helpguide.org/articles/relationships-communication/anger-management.htm
Continue? y/n
```

We start our code by asking the user for their name and then print a response that asks them for their current emotion.

```
55 def angry1():
56     print(
57         "I hope that you'll find yourself in a pleasant mood later on. But, if your anger
58         persists here's someone you can call to confide in: 988. Otherwise you might want to check
59         out this website:"
60     )
61     print(
62         "https://www.helpguide.org/articles/relationships-communication/anger-management.htm
63     )
```

The Programming Process:

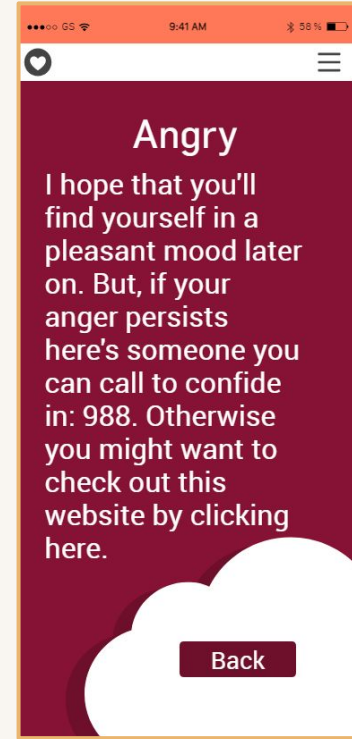
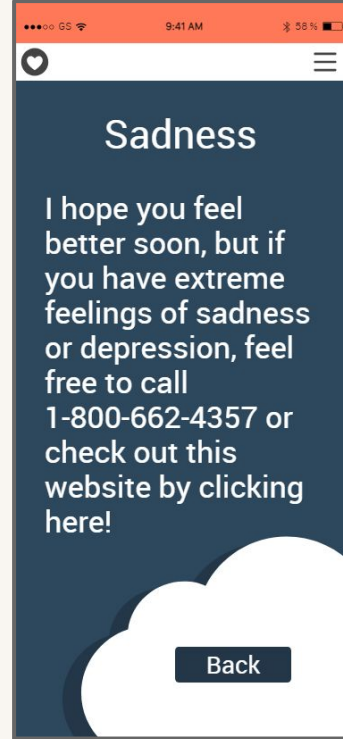
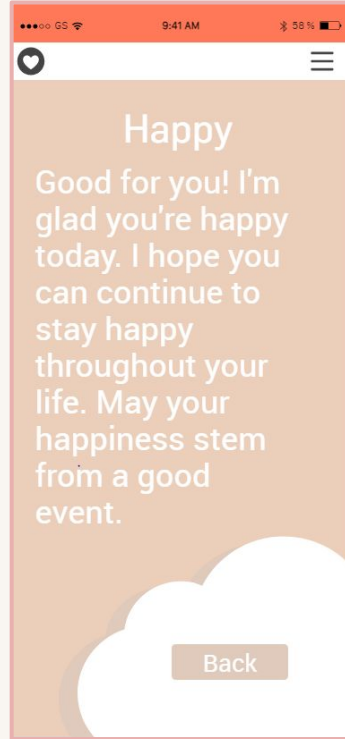
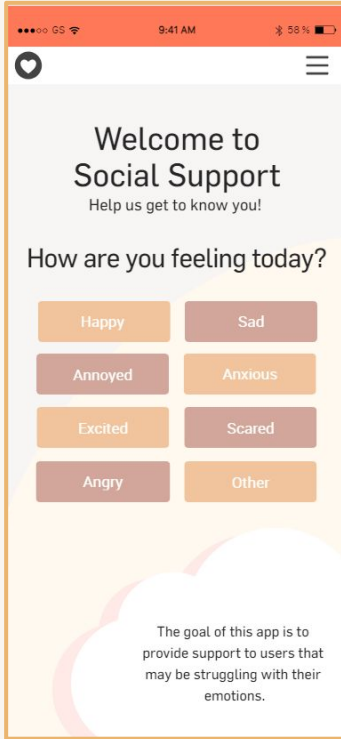
```
69 v if happy in feeling:
70     #To call the happy1 function
71     happy1()
72 v elif sad in feeling:
73     #To call the sad1 function
74     sad1()
75 v elif annoyed in feeling:
76     #To call the annoyed1 function
77     annoyed1()
78 v elif anxious in feeling:
79     #To call the anxious1 function
80     anxious1()
81 v elif excited in feeling:
82     #To call the excited1 function
83     excited1()
84 v elif scared in feeling:
85     #To call the scared1 function
86     scared1()
87 v elif angry in feeling:
88     #To call the angry1 function
89     angry1()
90     #To work the if-else statement
91 v else:
92     #Giving the user a response in case they input an emotion that is not included in the
    list in the third line of code
93     print("I don't know what this feeling is, but hopefully you are alright.")
94 v if input("Continue? y/n")==="n":
95     print()
96     print("See you next time!")
97     break
```

We used the if...elif...else statement in Python to determine which function to print. If the person chose anxious, then it would print the anxious response rather than the happy or sad response.



We also used a while loop so the user can continue to use the code repeatedly if they want to by entering "y" at the end. If they wanted to stop, they would enter "n."

Fluid UI App:



Thank You For
Listening To Our
Presentation!!!

