CONSTRUCTION OF CHATTERBOT CHRIS

Summary – Development of artificial intelligence methods and looking for Improvement of existing contacts channels with clients are main reasons to increase of interests of programs for simulation human communication competences including spelling. Now this kind of programs are developed so far that have commerce application also in Poland (Adam, Hubert etc). In this paper chatterbot Chris based on looking for the pattern in user statement is presented. Presented solution is based on technologies created at the Alice project (A.L.I.C.E. foundation). The creation of the adequate knowledge base is the main part of programmers work. Some conclusions and advices which can be helpful to crate knowledge base adequate to programmers needs are presented. Presented bot is based on Java servlets, so its efficiency is satisfactory.