

Built in Slot Types

AMAZON.DATE	"today", "tomorrow", or "july"	"2015-07--00T9"
AMAZON.DURATION	"five minutes"	"PT5M"
AMAZON.FOUR_DIGIT_NUMBER	"nineteen eighty four"	1984
AMAZON.NUMBER	"five"	"5"
AMAZON.US_CITY	all US cities with pop. > 100K	"Seattle"
AMAZON.US_STATE	US states, territories, and D.C.	"John"
AMAZON.US_FIRST_NAME	recognizes popular first names	

Sample Utterances

```
GetHoroscope what is the horoscope for {Sign}
GetHoroscope what will the horoscope for {Sign} be on {Date}
GetHoroscope get me my horoscope
GetHoroscope {Sign}
...
GetLuckyNumbers what are my lucky numbers
GetLuckyNumbers tell me my lucky numbers
...
MatchSign do {First Sign} and {SecondSign} get along
MatchSign what is the relationship between {First Sign} and {SecondSign}
```

The name of the intent on the left.

The phrase a user might speak to signal that intent on the right.

Slots {SlotName} are arguments to intents.

Custom Slots Example

```
{ "intents": [
  { "intent": "GetHoroscope",
    "slots": [
      { "name": "Sign",
        "type": "LIST_OF_SIGNS"
      }
    ]
  },
  ...
]
```

Custom Slots Example (cont)

```
> { "name": "Date",
  "type": "AMAZON.DATE" }
}],
{ "intent": "MatchSign",
  "slots": [
    { "name": "FirstSign",
      "type": "LIST_OF_SIGNS" },
    { "name": "SecondSign",
      "type": "LIST_OF_SIGNS" }
  ]
},
{ "intent": "GetLuckyNumbers" }
}]
```

<https://developer.amazon.com/public/solutions/alexa/alexa-skills-kit/docs/defining-the-voice-interface>

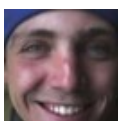
Built-In Intents

AMAZON.CancelIntent	"Cancel," "Never mind," "Forget it"
AMAZON.HelpIntent	"Help," "Help me," "Can you help me"
AMAZON.NoIntent	"No," "No thanks"
AMAZON.RepeatIntent	"Repeat," "Say that again," "Repeat that"
AMAZON.StartOverIntent	"Start over," "Restart," "Start again"
AMAZON.StopIntent	"Stop," "Off," "Shut up"
AMAZON.YesIntent	"Yes," "Yes please," "Sure"

<https://developer.amazon.com/public/solutions/alexa/alexa-skills-kit/docs/implementing-the-built-in-intents>

Implement Built-in Intent Schema

```
{
  "intents": [
    { "intent": "GetFirstEvenTenth",
      "slots": [
        { "name": "day",
```



By PebbleSpot

Not published yet.

Last updated 11th May, 2016.

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Implement Built-in Intent Schema (cont)

```
>   "type": "AMAZON.DATE" }
    ]
  },
  { "intent": "GetNextEventIntent" },
  { "intent": "AMAZON.HelpIntent" },
  { "intent": "AMAZON.StopIntent" }
]
}
```

Implement Built-in Intent Code

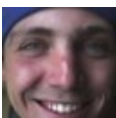
```
@Override
public Speech let Response onIntent( final
Intent Request request, final Session session)
    throws Speech let Exception {
    log.info( " onIntent requestId={},
sessionid ={} ", request.getRequestId(),
        session.getId());

    Intent intent = request.getIntent();
    String intentName = intent.getName();

    if ("GetFirstEventIntent".equals(
intentName)) {
        return handleFirstEventRequest(
intent, session);
    } else if ("GetNextEventIntent".e -
quals( intentName)) {
        return handleNextEventRequest(
session);
    } else if ("AMAZON.HelpIntent ".eq -
uals(intentName)) {
        // Handling for the help intent goes
here
    } else if ("AMAZON.StopIntent ".eq -
uals(intentName)) {
        // Handling for the stop intent goes
here.
    } else {
        throw new Speech let Exception(
("Invalid Intent "));
    }
}
```

Response Object

```
{
  version: '1.0',
  response: {
    outputSpeech: { // Always part of the
response
      type: 'Plain Text', // Always this
value
      text: 'Example speech' // Text that
will be spoken back to user
    },
    shouldEndSession: true, // Always part
of the response -- boolean for if session has
ended (no more user input)
    reprompt: { // Optional, if you want to
customize what Alexa says if user doesn't respond
correctly/at all
      outputSpeech: {
        type: 'Plain Text',
        text: 'Example reprompt'
      }
    },
    card: { // Optional, if you want to show a
card in the Echo app
      type: 'Simple',
      title: 'Example title',
      content: 'Example card content'
    }
  },
  sessionAttributes: {} // If you need some
attributes to be kept in the session
}
```



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Last updated 11th May, 2016.

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