

Large language models have gained immense popularity due to their text generation and reasoning capabilities on a wide range of tasks. They even show promise in solving complex tasks that conventionally require deep learning techniques, using advanced prompting strategies like ReAct (reasoning and acting). In this work, we apply the ReAct paradigm to prompt LLMs to perform task-oriented dialogue (ToD) in simulation, with access to external tools. We perform quantitative and qualitative analysis on the simulated dialogues but we see that our method does not meet the current benchmarks for ToD. However, LLMs have the potential to perform as a conversational agent for ToD with more fine-grained instructions and tools.