**Records and Files** **Spot Check Electronic Answer Document (EAD)**

Use the following document to record your answers to the Lists spot check. You should then submit the completed EAD to the link provided on Moodle by your teacher.

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| **Question 1, Part d** |
| def display\_games(games):  name = "Name"  platform = "Platform"  genre = "Genre"  cost = "Cost"  players = "Players"  online = "Online"  print("-" \* 79)  print("| {0:^10} | {1:^10} | {2:^10} | {3:^10} | {4:^10} | {5:^10} |".format(name, platform, genre, cost, players, online))  print("-" \* 79)  for games in games:  print("| {0:^10} | {1:^10} | {2:^10} | {3:^10} | {4:^10} | {5:^10} |".format(games.name, games.platform, games.genre, games.cost, games.player\_count, games.online))  print("-" \* 79)  def get\_game\_from\_user():  games = []  game = game\_record  game.name = input("Please enter the name of the game: ")  game.platform = input("Please enter the platform the game can be played on: ")  game.genre = input("Please enter the genre of the game: ")  game.cost = input("Please enter how much the game costs: ")  game.player\_count = input("Please enter the total number of offline players allowed: ")  game.online = input("Does the game have online functionality? ")  games.append(game)  return games |
| **Question 1, Part e** |
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| **Question 2, Part d** |
| def get\_game\_from\_user():  games = []  game = game\_record  rouge = 0  while rouge != -1:  game.name = input("Please enter the name of the game: ")  game.platform = input("Please enter the platform the game can be played on: ")  game.genre = input("Please enter the genre of the game: ")  game.cost = input("Please enter how much the game costs: ")  game.player\_count = input("Please enter the total number of offline players allowed: ")  game.online = input("Does the game have online functionality? ")  games.append(game)  rouge = int(input("Enter -1 to terminate, anything else will continue: "))  return games      def display\_menu():  print()  print("\*\*\*Welcome to the Computer and Video Game Database\*\*\*")  print()  print("1. Add new games")  print("2. Display games")  print("3. Exit program")  print()    def main():  exit\_program = False  while not exit\_program:  display\_menu()  selected\_option = int(input("Please select a menu option: "))  if selected\_option == 1:  games = get\_game\_from\_user()  elif selected\_option == 2:  display\_games(games)  elif selected\_option == 3:  pass  else:  print("Please enter a valid option (1-3)")  print() |
| **Question 2, Part e** |
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| **Question 3, Part c** |
| def save\_games(games): #gamefile  with open(game\_file.txt, mode = "w", encoding = "utf-8") as files:  file.append(games)  def main():    exit\_program = False  while not exit\_program:  display\_menu()  selected\_option = int(input("Please select a menu option: "))  if selected\_option == 1:  games = get\_game\_from\_user()  elif selected\_option == 2:  display\_games(games)  elif selected\_option == 3:  save\_games(, games) #game\_file  exit\_program = true    else:  print("Please enter a valid option (1-3)")  print() |

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| **Question 4, Part c** |
| def load\_games(filename): #gamefile  with open(game\_file.txt, mode = "r", encoding = "utf-8") as file:  file = games |
| **Question 4, Part d** |
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| **Question 4, Part e** |
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| **Question 5, Part a** |
| It will give you a value error and exit the program |
| **Question 5, Part c** |
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| **Question 5, Part d** |
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