```python
from tkinter import *
from tkinter import ttk
import random
import mysql.connector

#mysql.connector
con = mysql.connector.connect(user = 'root', host = 'localhost',
password = '1234')
cur = con.cursor()
def score_db():
    global name, score,diff_lev
    db_name = name
    db_score = score
    db_diff_lev = diff_lev
    print(db_diff_lev,db_name,db_score)
    cur.execute("CREATE DATABASE IF NOT EXISTS quiz")
    cur.execute("USE quiz")
    cur.execute("CREATE TABLE IF NOT EXISTS score(Name
VARCHAR(90),Score INT,Difficulty_level VARCHAR(90))")
    cur.execute(f"INSERT INTO SCORE VALUES('{db_name}',{db_score},'
{db_diff_lev}')")
    cur.execute("SELECT * FROM SCORE ORDER BY SCORE DESC")
    m=cur.fetchall()
    con.commit()
    for i in m:
        print(i)
    con.close()

#Tkinter
root = Tk()
root.title("SOLO LEVELING")
root.configure(bg = '#1EC1C8')
root.geometry('1200x512')
frame = Frame(root)
frame.configure(bg = '#1EC1C8')
frame.pack()
style = ttk.Style(frame)
style.theme_use('clam')
```

```python
score=0
q = []
qm = []
qe = []

def score_check(quiz_block, option):
    global score
    ans = quiz_block[0]
    if option == ans:
        score = score + 1
    else:
        pass

def diff_lv_check(a):
    global diff_lev
    if a == 1:
        diff_lev = "Elite"
        qe1()
    elif a == 2:
        diff_lev = "Knight"
        qm1()
    elif a == 0:
        diff_lev = "Commander"
        q1()

def level_pg():
    global username,name
    username = name.get()
    for widget in frame.winfo_children():
        widget.destroy()

    Label(frame, text = " SELECT DIFFICULTY ", fg = 'white', font =
("MATURASC", 30, "bold"), bg = '#1EC1C8').grid(row = 0, column = 1,
pady = 100)
    elite = Button(frame, text = " ELITE ", font = ("MATURASC", 15,
"bold"), width = 20, command = lambda : diff_lv_check(1))
    elite.grid(row = 1, column = 1, pady = 10)
```

```python
    knight = Button(frame, text = " KNIGHT ", font = ("MATURASC", 15,
"bold"), width = 20, command = lambda : diff_lv_check(2))
    knight.grid(row = 2, column = 1, pady = 10)
    commander = Button(frame, text = " COMMANDER ", font =
("MATURASC", 15, "bold"), width = 20, command = lambda :
diff_lv_check(0))
    commander.grid(row = 3, column = 1, pady = 10)

def hard():
        m=open("quizhard.txt")
        l=[]
        buff = []
        e=0
        x=0
        v=98
        for i in range(0,v):
            w=m.readline()
            r=w.rstrip('\n')
            l.append(r)
        l2=[0,7,14,21,28,35,42,49,56,63,70,77,84,91,98,105]
        for f in range(11):
                state=True
                while state:
                    p=random.randint(0,14)
                    if p not in buff:
                        e=l2[p]
                        x=e+7
                        for i in l[e:x]:
                            q.append(i)
                        buff.append(p)
                        state =False
                    else:
                        state=True
        for widget in frame.winfo_children():
                widget.destroy()

def op1(list_ops,op):
    score_check(list_ops,op)
```

```python
    q2()
def op2(list_ops,op):
    score_check(list_ops,op)
    q3()
def op3(list_ops,op):
    score_check(list_ops,op)
    q4()
def op4(list_ops,op):
    score_check(list_ops,op)
    q5()
def op5(list_ops,op):
    score_check(list_ops,op)
    q6()
def op6(list_ops,op):
    score_check(list_ops,op)
    q7()
def op7(list_ops,op):
    score_check(list_ops,op)
    q8()
def op8(list_ops,op):
    score_check(list_ops,op)
    q9()
def op9(list_ops,op):
    score_check(list_ops,op)
    q10()
def op10(list_ops,op):
    global final
    final = score_check(list_ops,op)
    crt_ans(1)

def q1():
        hard()
        global q1
        q1=[]
        i1=0
        for i1 in range(0,7):
            q1.append(q[i1])
            i1=i1+1
```

```python
        label = Label(frame, text = f'{q1[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q1[1]}", width = 20,
height = 3, font = (30), command = lambda : op1(q1,q1[1]))
        button2 = Button(frame, text = f"{q1[2]}", width = 20,
height = 3, font = (30), command = lambda : op1(q1,q1[2]))
        button3 = Button(frame, text = f"{q1[3]}", width = 20,
height = 3, font = (30), command = lambda : op1(q1,q1[3]))
        button4 = Button(frame, text = f"{q1[4]}", width = 20,
height = 3, font = (30), command = lambda : op1(q1,q1[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)


def q2():
        hard()
        global q2
        q2=[]
        i2=0
        for i2 in range(7,14):
            q2.append(q[i2])
            i2=i2+1
        label = Label(frame, text = f'{q2[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q2[1]}", width = 20,
height = 3, font = (30), command = lambda : op2(q2,q2[1]))
        button2 = Button(frame, text = f"{q2[2]}", width = 20,
height = 3, font = (30), command = lambda : op2(q2,q2[2]))
        button3 = Button(frame, text = f"{q2[3]}", width = 20,
height = 3, font = (30), command = lambda : op2(q2,q2[3]))
        button4 = Button(frame, text = f"{q2[4]}", width = 20,
height = 3, font = (30), command = lambda : op2(q2,q2[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
```

```python
        button4.grid(row = 3, column = 3, pady = 20)


def q3():
        hard()
        global q3
        q3=[]
        i3=0
        for i3 in range(14,21):
            q3.append(q[i3])
            i3=i3+1
        label = Label(frame, text = f'{q3[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q3[1]}", width = 20,
height = 3, font = (30), command = lambda : op3(q3,q3[1]))
        button2 = Button(frame, text = f"{q3[2]}", width = 20,
height = 3, font = (30), command = lambda : op3(q3,q3[2]))
        button3 = Button(frame, text = f"{q3[3]}", width = 20,
height = 3, font = (30), command = lambda : op3(q3,q3[3]))
        button4 = Button(frame, text = f"{q3[4]}", width = 20,
height = 3, font = (30), command = lambda : op3(q3,q3[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)


def q4():
        hard()
        global q4
        q4=[]
        i4=0
        for i4 in range(21,28):
            q4.append(q[i4])
            i4=i4+1
        label = Label(frame, text = f'{q4[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
```

```python
        button1 = Button(frame, text = f"{q4[1]}", width = 20,
height = 3, font = (30), command = lambda : op4(q4,q4[1]))
        button2 = Button(frame, text = f"{q4[2]}", width = 20,
height = 3, font = (30), command = lambda : op4(q4,q4[2]))
        button3 = Button(frame, text = f"{q4[3]}", width = 20,
height = 3, font = (30), command = lambda : op4(q4,q4[3]))
        button4 = Button(frame, text = f"{q4[4]}", width = 20,
height = 3, font = (30), command = lambda : op4(q4,q4[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)


def q5():
        hard()
        global q5
        q5=[]
        i5=0
        for i5 in range(28,35):
                q5.append(q[i5])
                i5=i5+1
        label = Label(frame, text = f'{q5[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q5[1]}", width = 20,
height = 3, font = (30), command = lambda : op5(q5,q5[1]))
        button2 = Button(frame, text = f"{q5[2]}", width = 20,
height = 3, font = (30), command = lambda : op5(q5,q5[2]))
        button3 = Button(frame, text = f"{q5[3]}", width = 20,
height = 3, font = (30), command = lambda : op5(q5,q5[3]))
        button4 = Button(frame, text = f"{q5[4]}", width = 20,
height = 3, font = (30), command = lambda : op5(q5,q5[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)


def q6():
```

```python
        hard()
        global q6
        q6=[]
        i6=0
        for i6 in range(35,42):
            q6.append(q[i6])
            i6=i6+1
        label = Label(frame, text = f'{q6[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q6[1]}", width = 20,
height = 3, font = (30), command = lambda : op6(q6,q6[1]))
        button2 = Button(frame, text = f"{q6[2]}", width = 20,
height = 3, font = (30), command = lambda : op6(q6,q6[2]))
        button3 = Button(frame, text = f"{q6[3]}", width = 20,
height = 3, font = (30), command = lambda : op6(q6,q6[3]))
        button4 = Button(frame, text = f"{q6[4]}", width = 20,
height = 3, font = (30), command = lambda : op6(q6,q6[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)

def q7():
        hard()
        global q7
        q7=[]
        i7=0
        for i7 in range(42,49):
            q7.append(q[i7])
            i7=i7+1
        label = Label(frame, text = f'{q7[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q7[1]}", width = 20,
height = 3, font = (30), command = lambda : op7(q7,q7[1]))
        button2 = Button(frame, text = f"{q7[2]}", width = 20,
height = 3, font = (30), command = lambda : op7(q7,q7[2]))
```

```python
        button3 = Button(frame, text = f"{q7[3]}", width = 20,
height = 3, font = (30), command = lambda : op7(q7,q7[3]))
        button4 = Button(frame, text = f"{q7[4]}", width = 20,
height = 3, font = (30), command = lambda : op7(q7,q7[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)

def q8():
        hard()
        global q8
        q8=[]
        i8=0
        for i8 in range(49,56):
            q8.append(q[i8])
            i8=i8+1
        label = Label(frame, text = f'{q8[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700 ).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q8[1]}", width = 20,
height = 3, font = (30), command = lambda : op8(q8,q8[1]))
        button2 = Button(frame, text = f"{q8[2]}", width = 20,
height = 3, font = (30), command = lambda : op8(q8,q8[2]))
        button3 = Button(frame, text = f"{q8[3]}", width = 20,
height = 3, font = (30), command = lambda : op8(q8,q8[3]))
        button4 = Button(frame, text = f"{q8[4]}", width = 20,
height = 3, font = (30), command = lambda : op8(q8,q8[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)

def q9():
        hard()
        global q9
        q9 = []
        i9=0
```

```python
        for i9 in range(56,63):
            q9.append(q[i9])
            i9=i9+1
        label = Label(frame, text = f'{q9[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q9[1]}", width = 20,
height = 3, font = (30), command = lambda : op9(q9,q9[1]))
        button2 = Button(frame, text = f"{q9[2]}", width = 20,
height = 3, font = (30), command = lambda : op9(q9,q9[2]))
        button3 = Button(frame, text = f"{q9[3]}", width = 20,
height = 3, font = (30), command = lambda : op9(q9,q9[3]))
        button4 = Button(frame, text = f"{q9[4]}", width = 20,
height = 3, font = (30), command = lambda : op9(q9,q9[4]))
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)

def q10():
        hard()
        global q10
        q10=[]
        i10=0
        for i10 in range(63,70):
            q10.append(q[i10])
            i10=i10+1
        label = Label(frame, text = f"{q10[5]}", font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 2, pady = 50)
        button1 = Button(frame, text = f"{q10[1]}", width = 20,
height = 3, font = (30), command = lambda : op10(q10,q10[1]))
        button2 = Button(frame, text = f"{q10[2]}", width = 20,
height = 3, font = (30), command = lambda : op10(q10,q10[2]))
        button3 = Button(frame, text = f"{q10[3]}", width = 20,
height = 3, font = (30), command = lambda : op10(q10,q10[3]))
        button4 = Button(frame, text = f"{q10[4]}", width = 20,
height = 3, font = (30), command = lambda : op10(q10,q10[4]))
```

```python
        button1.grid(row = 2, column = 1, pady = 20)
        button2.grid(row = 2, column = 3, pady = 20)
        button3.grid(row = 3, column = 1, pady = 20)
        button4.grid(row = 3, column = 3, pady = 20)


def medium():
    mm=open("quizmed.txt")
    lm=[]
    buffm = []
    em=0
    xm=0
    vm=105
    for i in range(0,vm):
        wm=mm.readline()
        rm=wm.rstrip('\n')
        lm.append(rm)
    lm2=[0,7,14,21,28,35,42,49,56,63,70,77,84,91,98,105,112,119,126]
    for f in range(11):
        state=True
        while state:
            pm=random.randint(0,15)
            if pm not in buffm:
                em=lm2[pm]
                xm=em+7
                for i in lm[em:xm]:
                    qm.append(i)
                buffm.append(pm)
                state =False
            else:
                state=True
    for widget in frame.winfo_children():
        widget.destroy()


def opm1(list_ops,op):
    score_check(list_ops,op)
    qm2()
def opm2(list_ops,op):
    score_check(list_ops,op)
```

```python
    qm3()
def opm3(list_ops,op):
    score_check(list_ops,op)
    qm4()
def opm4(list_ops,op):
    score_check(list_ops,op)
    qm5()
def opm5(list_ops,op):
    score_check(list_ops,op)
    qm6()
def opm6(list_ops,op):
    score_check(list_ops,op)
    qm7()
def opm7(list_ops,op):
    score_check(list_ops,op)
    qm8()
def opm8(list_ops,op):
    score_check(list_ops,op)
    qm9()
def opm9(list_ops,op):
    score_check(list_ops,op)
    qm10()
def opm10(list_ops,op):
    global final
    final = score_check(list_ops,op)
    crt_ans(2)

def qm1():
    medium()
    global qm1
    qm1=[]
    im1=0
    for im1 in range(0,7):
        qm1.append(qm[im1])
        im1=im1+1
    label = Label(frame, text = f'{qm1[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
```

```python
    button1 = Button(frame, text = f"{qm1[1]}", width = 20, height =
3, font = (30), command = lambda : opm1(qm1,qm1[1]))
    button2 = Button(frame, text = f"{qm1[2]}", width = 20, height =
3, font = (30), command = lambda : opm1(qm1,qm1[2]))
    button3 = Button(frame, text = f"{qm1[3]}", width = 20, height =
3, font = (30), command = lambda : opm1(qm1,qm1[3]))
    button4 = Button(frame, text = f"{qm1[4]}", width = 20, height =
3, font = (30), command = lambda : opm1(qm1,qm1[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qm2():
    medium()
    global qm2
    qm2=[]
    im2=0
    for im2 in range(7,14):
        qm2.append(qm[im2])
        im2=im2+1
    label = Label(frame, text = f'{qm2[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm2[1]}", width = 20, height =
3, font = (30), command = lambda : opm2(qm2,qm2[1]))
    button2 = Button(frame, text = f"{qm2[2]}", width = 20, height =
3, font = (30), command = lambda : opm2(qm2,qm2[2]))
    button3 = Button(frame, text = f"{qm2[3]}", width = 20, height =
3, font = (30), command = lambda : opm2(qm2,qm2[3]))
    button4 = Button(frame, text = f"{qm2[4]}", width = 20, height =
3, font = (30), command = lambda : opm2(qm2,qm2[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qm3():
```

```python
    medium()
    global qm3
    qm3=[]
    im3=0
    for im3 in range(14,21):
        qm3.append(qm[im3])
        im3=im3+1
    label = Label(frame, text = f'{qm3[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm3[1]}", width = 20, height =
3, font = (30), command = lambda : opm3(qm3,qm3[1]))
    button2 = Button(frame, text = f"{qm3[2]}", width = 20, height =
3, font = (30), command = lambda : opm3(qm3,qm3[2]))
    button3 = Button(frame, text = f"{qm3[3]}", width = 20, height =
3, font = (30), command = lambda : opm3(qm3,qm3[3]))
    button4 = Button(frame, text = f"{qm3[4]}", width = 20, height =
3, font = (30), command = lambda : opm3(qm3,qm3[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qm4():
    medium()
    global qm4
    qm4=[]
    im4=0
    for im4 in range(21,28):
        qm4.append(qm[im4])
        im4=im4+1
    label = Label(frame, text = f'{qm4[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm4[1]}", width = 20, height =
3, font = (30), command = lambda : opm4(qm4,qm4[1]))
    button2 = Button(frame, text = f"{qm4[2]}", width = 20, height =
3, font = (30), command = lambda : opm4(qm4,qm4[2]))
```

```python
        button3 = Button(frame, text = f"{qm4[3]}", width = 20, height =
3, font = (30), command = lambda : opm4(qm4,qm4[3]))
        button4 = Button(frame, text = f"{qm4[4]}", width = 20, height =
3, font = (30), command = lambda : opm4(qm4,qm4[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qm5():
    medium()
    global qm5
    qm5=[]
    im5=0
    for im5 in range(28,35):
        qm5.append(qm[im5])
        im5=im5+1
    label = Label(frame, text = f'{qm5[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm5[1]}", width = 20, height =
3, font = (30), command = lambda : opm5(qm5,qm5[1]))
    button2 = Button(frame, text = f"{qm5[2]}", width = 20, height =
3, font = (30), command = lambda : opm5(qm5,qm5[2]))
    button3 = Button(frame, text = f"{qm5[3]}", width = 20, height =
3, font = (30), command = lambda : opm5(qm5,qm5[3]))
    button4 = Button(frame, text = f"{qm5[4]}", width = 20, height =
3, font = (30), command = lambda : opm5(qm5,qm5[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qm6():
    medium()
    global qm6
    qm6=[]
    im6=0
```

```python
    for im6 in range(35,42):
        qm6.append(qm[im6])
        im6=im6+1
    label = Label(frame, text = f'{qm6[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm6[1]}", width = 20, height =
3, font = (30), command = lambda : opm6(qm6,qm6[1]))
    button2 = Button(frame, text = f"{qm6[2]}", width = 20, height =
3, font = (30), command = lambda : opm6(qm6,qm6[2]))
    button3 = Button(frame, text = f"{qm6[3]}", width = 20, height =
3, font = (30), command = lambda : opm6(qm6,qm6[3]))
    button4 = Button(frame, text = f"{qm6[4]}", width = 20, height =
3, font = (30), command = lambda : opm6(qm6,qm6[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qm7():
    medium()
    global qm7
    qm7=[]
    im7=0
    for im7 in range(42,49):
        qm7.append(qm[im7])
        im7=im7+1
    label = Label(frame, text = f'{qm7[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm7[1]}", width = 20, height =
3, font = (30), command = lambda : opm7(qm7,qm7[1]))
    button2 = Button(frame, text = f"{qm7[2]}", width = 20, height =
3, font = (30), command = lambda : opm7(qm7,qm7[2]))
    button3 = Button(frame, text = f"{qm7[3]}", width = 20, height =
3, font = (30), command = lambda : opm7(qm7,qm7[3]))
    button4 = Button(frame, text = f"{qm7[4]}", width = 20, height =
3, font = (30), command = lambda : opm7(qm7,qm7[4]))
```

```python
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qm8():
    medium()
    global qm8
    qm8=[]
    im8=0
    for im8 in range(49,56):
        qm8.append(qm[im8])
        im8=im8+1
    label = Label(frame, text = f'{qm8[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm8[1]}", width = 20, height =
3, font = (30), command = lambda : opm8(qm8,qm8[1]))
    button2 = Button(frame, text = f"{qm8[2]}", width = 20, height =
3, font = (30), command = lambda : opm8(qm8,qm8[2]))
    button3 = Button(frame, text = f"{qm8[3]}", width = 20, height =
3, font = (30), command = lambda : opm8(qm8,qm8[3]))
    button4 = Button(frame, text = f"{qm8[4]}", width = 20, height =
3, font = (30), command = lambda : opm8(qm8,qm8[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qm9():
    medium()
    global qm9
    qm9=[]
    im9=0
    for im9 in range(56,63):
        qm9.append(qm[im9])
        im9=im9+1
```

```python
    label = Label(frame, text = f'{qm9[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qm9[1]}", width = 20, height =
3, font = (30), command = lambda : opm9(qm9,qm9[1]))
    button2 = Button(frame, text = f"{qm9[2]}", width = 20, height =
3, font = (30), command = lambda : opm9(qm9,qm9[2]))
    button3 = Button(frame, text = f"{qm9[3]}", width = 20, height =
3, font = (30), command = lambda : opm9(qm9,qm9[3]))
    button4 = Button(frame, text = f"{qm9[4]}", width = 20, height =
3, font = (30), command = lambda : opm9(qm9,qm9[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qm10():
    medium()
    global qm10
    qm10=[]
    im10=0
    for im10 in range(63,70):
        qm10.append(qm[im10])
        im10=im10+1
    label = Label(frame, text = f'{qm10[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 1, pady = 50)
    button1 = Button(frame, text = f"{qm10[1]}", width = 20, height
= 3, font = (30), command = lambda: opm10(qm10,qm10[1]))
    button2 = Button(frame, text = f"{qm10[2]}", width = 20, height
= 3, font = (30), command = lambda: opm10(qm10,qm10[2]))
    button3 = Button(frame, text = f"{qm10[3]}", width = 20, height
= 3, font = (30), command = lambda: opm10(qm10,qm10[3]))
    button4 = Button(frame, text = f"{qm10[4]}", width = 20, height
= 3, font = (30), command = lambda: opm10(qm10,qm10[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
```

```python
        button4.grid(row = 3, column = 3, pady = 20)

def easy():
        me=open("quizeasy.txt")
        le=[]
        buffe = []
        ee=0
        xe=0
        ve=98
        for i in range(0,ve):
            we=me.readline()
            re=we.rstrip('\n')
            le.append(re)
        le2=[0,7,14,21,28,35,42,49,56,63,70,77,84,91,98,105]
        for f in range(11):
            state=True
            while state:
                pe=random.randint(0,14)
                if pe not in buffe:
                    ee=le2[pe]
                    xe=ee+7
                    for i in le[ee:xe]:
                        qe.append(i)
                    buffe.append(pe)
                    state =False
                else:
                    state=True
        for widget in frame.winfo_children():
            widget.destroy()

def ope1(list_ops,op):
    score_check(list_ops,op)
    qe2()
def ope2(list_ops,op):
    score_check(list_ops,op)
    qe3()
def ope3(list_ops,op):
    score_check(list_ops,op)
```

```python
        qe4()
def ope4(list_ops,op):
    score_check(list_ops,op)
    qe5()
def ope5(list_ops,op):
    score_check(list_ops,op)
    qe6()
def ope6(list_ops,op):
    score_check(list_ops,op)
    qe7()
def ope7(list_ops,op):
    score_check(list_ops,op)
    qe8()
def ope8(list_ops,op):
    score_check(list_ops,op)
    qe9()
def ope9(list_ops,op):
    score_check(list_ops,op)
    qe10()
def ope10(list_ops,op):
    global final
    final = score_check(list_ops,op)
    crt_ans(3)


def qe1():
    easy()
    global qe1
    qe1=[]
    ie1=0
    for ie1 in range(0,7):
        qe1.append(qe[ie1])
        ie1=ie1+1
    label = Label(frame, text = f'{qe1[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe1[1]}", width = 20, height =
3, font = (30), command = lambda : ope1(qe1,qe1[1]))
```

```python
    button2 = Button(frame, text = f"{qe1[2]}", width = 20, height =
3, font = (30), command = lambda : ope1(qe1,qe1[2]))
    button3 = Button(frame, text = f"{qe1[3]}", width = 20, height =
3, font = (30), command = lambda : ope1(qe1,qe1[3]))
    button4 = Button(frame, text = f"{qe1[4]}", width = 20, height =
3, font = (30), command = lambda : ope1(qe1,qe1[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qe2():
    easy()
    global qe2
    qe2=[]
    ie2=0
    for ie2 in range(7,14):
        qe2.append(qe[ie2])
        ie2=ie2+1
    label = Label(frame, text = f'{qe2[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe2[1]}", width = 20, height =
3, font = (30), command = lambda : ope2(qe2,qe2[1]))
    button2 = Button(frame, text = f"{qe2[2]}", width = 20, height =
3, font = (30), command = lambda : ope2(qe2,qe2[2]))
    button3 = Button(frame, text = f"{qe2[3]}", width = 20, height =
3, font = (30), command = lambda : ope2(qe2,qe2[3]))
    button4 = Button(frame, text = f"{qe2[4]}", width = 20, height =
3, font = (30), command = lambda : ope2(qe2,qe2[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qe3():
    easy()
    global qe3
```

```python
    qe3=[]
    ie3=0
    for ie3 in range(14,21):
        qe3.append(qe[ie3])
        ie3=ie3+1
    label = Label(frame, text = f'{qe3[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe3[1]}", width = 20, height =
3, font = (30), command = lambda : ope3(qe3,qe3[1]))
    button2 = Button(frame, text = f"{qe3[2]}", width = 20, height =
3, font = (30), command = lambda : ope3(qe3,qe3[2]))
    button3 = Button(frame, text = f"{qe3[3]}", width = 20, height =
3, font = (30), command = lambda : ope3(qe3,qe3[3]))
    button4 = Button(frame, text = f"{qe3[4]}", width = 20, height =
3, font = (30), command = lambda : ope3(qe3,qe3[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qe4():
    easy()
    global qe4
    qe4=[]
    ie4=0
    for ie4 in range(21,28):
        qe4.append(qe[ie4])
        ie4=ie4+1
    label = Label(frame, text = f'{qe4[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe4[1]}", width = 20, height =
3, font = (30), command = lambda : ope4(qe4,qe4[1]))
    button2 = Button(frame, text = f"{qe4[2]}", width = 20, height =
3, font = (30), command = lambda : ope4(qe4,qe4[2]))
    button3 = Button(frame, text = f"{qe4[3]}", width = 20, height =
3, font = (30), command = lambda : ope4(qe4,qe4[3]))
```

```python
    button4 = Button(frame, text = f"{qe4[4]}", width = 20, height =
3, font = (30), command = lambda : ope4(qe4,qe4[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qe5():
    easy()
    global qe5
    qe5=[]
    ie5=0
    for ie5 in range(28,35):
        qe5.append(qe[ie5])
        ie5=ie5+1
    label = Label(frame, text = f'{qe5[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe5[1]}", width = 20, height =
3, font = (30), command = lambda : ope5(qe5,qe5[1]))
    button2 = Button(frame, text = f"{qe5[2]}", width = 20, height =
3, font = (30), command = lambda : ope5(qe5,qe5[2]))
    button3 = Button(frame, text = f"{qe5[3]}", width = 20, height =
3, font = (30), command = lambda : ope5(qe5,qe5[3]))
    button4 = Button(frame, text = f"{qe5[4]}", width = 20, height =
3, font = (30), command = lambda : ope5(qe5,qe5[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qe6():
    easy()
    global qe6
    qe6=[]
    ie6=0
    for ie6 in range(35,42):
        ie6=ie6+1
```

```python
        qe6.append(qe[ie6])
    label = Label(frame, text = f'{qe6[4]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe6[0]}", width = 20, height =
3, font = (30), command = lambda : ope6(qe6,qe6[0]))
    button2 = Button(frame, text = f"{qe6[1]}", width = 20, height =
3, font = (30), command = lambda : ope6(qe6,qe6[1]))
    button3 = Button(frame, text = f"{qe6[2]}", width = 20, height =
3, font = (30), command = lambda : ope6(qe6,qe6[2]))
    button4 = Button(frame, text = f"{qe6[3]}", width = 20, height =
3, font = (30), command = lambda : ope6(qe6,qe6[3]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)

def qe7():
    easy()
    global qe7
    qe7=[]
    ie7=0
    for ie7 in range(42,49):
        qe7.append(qe[ie7])
        ie7=ie7+1
    label = Label(frame, text = f'{qe7[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe7[1]}", width = 20, height =
3, font = (30), command = lambda : ope7(qe7,qe7[1]))
    button2 = Button(frame, text = f"{qe7[2]}", width = 20, height =
3, font = (30), command = lambda : ope7(qe7,qe7[2]))
    button3 = Button(frame, text = f"{qe7[3]}", width = 20, height =
3, font = (30), command = lambda : ope7(qe7,qe7[3]))
    button4 = Button(frame, text = f"{qe7[4]}", width = 20, height =
3, font = (30), command = lambda : ope7(qe7,qe7[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
```

```python
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qe8():
    easy()
    global qe8
    qe8=[]
    ie8=0
    for ie8 in range(49,56):
        qe8.append(qe[ie8])
        ie8=ie8+1
    label = Label(frame, text = f'{qe8[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
    button1 = Button(frame, text = f"{qe8[1]}", width = 20, height =
3, font = (30), command = lambda : ope8(qe8,qe8[1]))
    button2 = Button(frame, text = f"{qe8[2]}", width = 20, height =
3, font = (30), command = lambda : ope8(qe8,qe8[2]))
    button3 = Button(frame, text = f"{qe8[3]}", width = 20, height =
3, font = (30), command = lambda : ope8(qe8,qe8[3]))
    button4 = Button(frame, text = f"{qe8[4]}", width = 20, height =
3, font = (30), command = lambda : ope8(qe8,qe8[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qe9():
    easy()
    global qe9
    qe9=[]
    ie9=0
    for ie9 in range(56,63):
        qe9.append(qe[ie9])
        ie9=ie9+1
    label = Label(frame, text = f'{qe9[5]}', font = ("MATURASC", 20),
bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1, column
= 1, pady = 50)
```

```python
    button1 = Button(frame, text = f"{qe9[1]}", width = 20, height =
3, font = (30), command = lambda : ope9(qe9,qe9[1]))
    button2 = Button(frame, text = f"{qe9[2]}", width = 20, height =
3, font = (30), command = lambda : ope9(qe9,qe9[2]))
    button3 = Button(frame, text = f"{qe9[3]}", width = 20, height =
3, font = (30), command = lambda : ope9(qe9,qe9[3]))
    button4 = Button(frame, text = f"{qe9[4]}", width = 20, height =
3, font = (30), command = lambda : ope9(qe9,qe9[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def qe10():
    easy()
    global qe10
    qe10=[]
    ie10=0
    for ie10 in range(63,70):
        qe10.append(qe[ie10])
        ie10=ie10+1
    label = Label(frame, text = f'{qe10[5]}', font = ("MATURASC",
20), bg = '#1EC1C8', fg = 'white', wraplength = 700).grid(row = 1,
column = 1, pady = 50)
    button1 = Button(frame, text = f"{qe10[1]}", width = 20, height
= 3, font = (30), command = lambda : ope10(qe10,qe10[1]))
    button2 = Button(frame, text = f"{qe10[2]}", width = 20, height
= 3, font = (30), command = lambda : ope10(qe10,qe10[2]))
    button3 = Button(frame, text = f"{qe10[3]}", width = 20, height
= 3, font = (30), command = lambda : ope10(qe10,qe10[3]))
    button4 = Button(frame, text = f"{qe10[4]}", width = 20, height
= 3, font = (30), command = lambda : ope10(qe10,qe10[4]))
    button1.grid(row = 2, column = 1, pady = 20)
    button2.grid(row = 2, column = 3, pady = 20)
    button3.grid(row = 3, column = 1, pady = 20)
    button4.grid(row = 3, column = 3, pady = 20)


def cont():
```

```python
    for widget in frame.winfo_children():
        widget.destroy()

    Label(frame, text = ' ENTER YOUR NAME ', font = (50), bg =
'#1EC1C8', fg = 'White').grid(row = 0, pady = 100 )
    global name
    name = Entry(frame, font = (50), width = 20)
    name.grid(row = 0, column = 1)
    enter_btn = Button(frame, text = " ENTER THE QUIZ ", font =
("MATURASC", 10, "bold"), foreground= 'Blue', command = lambda :
level_pg())
    enter_btn.grid(row = 2, column = 1)

def exit():
    global exit_window
    exit_window = Tk()
    exit_window.configure(bg = '#1EC1C8')
    exit_window.title("EXIT")

    exit_label = Label(exit_window, text = " DO YOU WANT TO EXIT? ",
bg = '#1EC1C8')
    exit_label.grid(row = 0, column = 0, padx = 2, pady = 2,
columnspan = 2)

    yes_button = Button(exit_window, text = " YES ", foreground =
"red", borderwidth = 2, command = lambda : destroy_app(1))
    yes_button.grid(row = 1, column = 0, padx = 2, pady = 2)

    no_button = Button(exit_window, text = " NO ", foreground =
"green", borderwidth = 2, command = lambda : destroy_app(0))
    no_button.grid(row = 1, column = 1, padx = 2, pady = 2)

def destroy_app(a):
    if a == 1:
        root.destroy()
        exit_window.destroy()
        quit()
    else:
```

```python
        exit_window.destroy()

def crt_ans(e):
    score_db()
    for widget in frame.winfo_children():
        widget.destroy()
    tree = ttk.Treeview(frame, column = ("q", "a", "b", "c", "d",
"crt"), show = 'headings', height = 10)
    tree.column("#1", anchor = CENTER)
    tree.heading("# 1", text="Question")
    tree.column("# 2", anchor=CENTER)
    tree.heading("# 2", text="Option A")
    tree.column("# 3", anchor=CENTER)
    tree.heading("# 3", text="Option B")
    tree.column("# 4", anchor=CENTER)
    tree.heading("# 4", text="Option C")
    tree.column("# 5", anchor=CENTER)
    tree.heading("# 5", text="Option D")
    tree.column("# 6", anchor=CENTER)
    tree.heading("# 6", text="Correct answer")

    if e == 1:
        tree.insert('', 'end', text = "1", values = (f'{q1[5]}',
f'{q1[1]}', f'{q1[2]}', f'{q1[3]}', f'{q1[4]}', f'{q1[0]}'))
        tree.insert('', 'end', text = "2", values = (f'{q2[5]}',
f'{q2[1]}', f'{q2[2]}', f'{q2[3]}', f'{q2[4]}', f'{q2[0]}'))
        tree.insert('', 'end', text = "3", values = (f'{q3[5]}',
f'{q3[1]}', f'{q3[2]}', f'{q3[3]}', f'{q3[4]}', f'{q3[0]}'))
        tree.insert('', 'end', text = "4", values = (f'{q4[5]}',
f'{q4[1]}', f'{q4[2]}', f'{q4[3]}', f'{q4[4]}', f'{q4[0]}'))
        tree.insert('', 'end', text = "5", values = (f'{q5[5]}',
f'{q5[1]}', f'{q5[2]}', f'{q5[3]}', f'{q5[4]}', f'{q5[0]}'))
        tree.insert('', 'end', text = "6", values = (f'{q6[5]}',
f'{q6[1]}', f'{q6[2]}', f'{q6[3]}', f'{q6[4]}', f'{q6[0]}'))
        tree.insert('', 'end', text = "7", values = (f'{q7[5]}',
f'{q7[1]}', f'{q7[2]}', f'{q7[3]}', f'{q7[4]}', f'{q7[0]}'))
        tree.insert('', 'end', text = "8", values = (f'{q8[5]}',
f'{q8[1]}', f'{q8[2]}', f'{q8[3]}', f'{q8[4]}', f'{q8[0]}'))
```
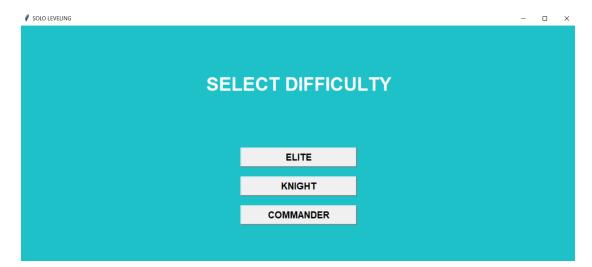
```python
        tree.insert('', 'end', text = "9", values = (f'{q9[5]}',
f'{q9[1]}', f'{q9[2]}', f'{q9[3]}', f'{q9[4]}', f'{q9[0]}'))
        tree.insert('', 'end', text ="10", values=  (f'{q10[5]}',
f'{q10[1]}', f'{q10[2]}', f'{q10[3]}', f'{q10[4]}', f'{q10[0]}'))


    if e == 2:
        tree.insert('', 'end', text = "1", values = (f'{qm1[5]}',
f'{qm1[1]}', f'{qm1[2]}', f'{qm1[3]}', f'{qm1[4]}', f'{qm1[0]}'))
        tree.insert('', 'end', text = "2", values = (f'{qm2[5]}',
f'{qm2[1]}', f'{qm2[2]}', f'{qm2[3]}', f'{qm2[4]}', f'{qm2[0]}'))
        tree.insert('', 'end', text = "3", values = (f'{qm3[5]}',
f'{qm3[1]}', f'{qm3[2]}', f'{qm3[3]}', f'{qm3[4]}', f'{qm3[0]}'))
        tree.insert('', 'end', text = "4", values = (f'{qm4[5]}',
f'{qm4[1]}', f'{qm4[2]}', f'{qm4[3]}', f'{qm4[4]}', f'{qm4[0]}'))
        tree.insert('', 'end', text = "5", values = (f'{qm5[5]}',
f'{qm5[1]}', f'{qm5[2]}', f'{qm5[3]}', f'{qm5[4]}', f'{qm5[0]}'))
        tree.insert('', 'end', text = "6", values = (f'{qm6[5]}',
f'{qm6[1]}', f'{qm6[2]}', f'{qm6[3]}', f'{qm6[4]}', f'{qm6[0]}'))
        tree.insert('', 'end', text = "7", values = (f'{qm7[5]}',
f'{qm7[1]}', f'{qm7[2]}', f'{qm7[3]}', f'{qm7[4]}', f'{qm7[0]}'))
        tree.insert('', 'end', text = "8", values = (f'{qm8[5]}',
f'{qm8[1]}', f'{qm8[2]}', f'{qm8[3]}', f'{qm8[4]}', f'{qm8[0]}'))
        tree.insert('', 'end', text = "9", values = (f'{qm9[5]}',
f'{qm9[1]}', f'{qm9[2]}', f'{qm9[3]}', f'{qm9[4]}', f'{qm9[0]}'))
        tree.insert('', 'end', text ="10", values=  (f'{qm10[5]}',
f'{qm10[1]}', f'{qm10[2]}', f'{qm10[3]}', f'{qm10[4]}',
f'{qm10[0]}'))


    if e == 3:
        tree.insert('', 'end', text = "1", values = (f'{qe1[5]}',
f'{qe1[1]}', f'{qe1[2]}', f'{qe1[3]}', f'{qe1[4]}', f'{qe1[0]}'))
        tree.insert('', 'end', text = "2", values = (f'{qe2[5]}',
f'{qe2[1]}', f'{qe2[2]}', f'{qe2[3]}', f'{qe2[4]}', f'{qe2[0]}'))
        tree.insert('', 'end', text = "3", values = (f'{qe3[5]}',
f'{qe3[1]}', f'{qe3[2]}', f'{qe3[3]}', f'{qe3[4]}', f'{qe3[0]}'))
        tree.insert('', 'end', text = "4", values = (f'{qe4[5]}',
f'{qe4[1]}', f'{qe4[2]}', f'{qe4[3]}', f'{qe4[4]}', f'{qe4[0]}'))
```

```python
        tree.insert('', 'end', text = "5", values = (f'{qe5[5]}',
f'{qe5[1]}', f'{qe5[2]}', f'{qe5[3]}', f'{qe5[4]}', f'{qe5[0]}'))
        tree.insert('', 'end', text = "6", values = (f'{qe6[4]}',
f'{qe6[0]}', f'{qe6[1]}', f'{qe6[2]}', f'{qe6[3]}', f'{qe6[0]}'))
        tree.insert('', 'end', text = "7", values = (f'{qe7[5]}',
f'{qe7[1]}', f'{qe7[2]}', f'{qe7[3]}', f'{qe7[4]}', f'{qe7[0]}'))
        tree.insert('', 'end', text = "8", values = (f'{qe8[5]}',
f'{qe8[1]}', f'{qe8[2]}', f'{qe8[3]}', f'{qe8[4]}', f'{qe8[0]}'))
        tree.insert('', 'end', text = "9", values = (f'{qe9[5]}',
f'{qe9[1]}', f'{qe9[2]}', f'{qe9[3]}', f'{qe9[4]}', f'{qe9[0]}'))
        tree.insert('', 'end', text ="10", values=  (f'{qe10[5]}',
f'{qe10[1]}', f'{qe10[2]}', f'{qe10[3]}', f'{qe10[4]}',
f'{qe10[0]}'))

    tree.grid()
    label = Label(frame, text = "CONTINUE?", bg = '#1EC1C8', font =
('MATURASC',30, 'bold')).grid()
    button1 = Button(frame, text = " YES ",font = (20), height = 2,
width = 20, command = lambda : cont())
    button1.grid()
    button2 = Button(frame, text = " NO ",font = (20), height = 2,
width = 20, command = lambda : exit())
    button2.grid()
gname = Label(frame, text = " QUIZ CORNER ", font = ("8514oem", 100,
"bold"), bg = '#1EC1C8', fg = 'white', height = 2).pack()
cont_btn = Button(frame, text = " PLAY ", font = ("MATURASC", 10,
"bold"), foreground="green", width = 25, height = 3, command =
lambda : cont())
cont_btn.pack(side = LEFT)
exit_btn = Button(frame, text = " QUIT GAME ", font = ("MATURASC",
10, "bold"), foreground="red", width = 25, height = 3, command=
lambda : exit())
exit_btn.pack(side= RIGHT)
root.mainloop()
```

Screenshots:

QUIZ CORNER

PLAY

QUIT GAME

ENTER YOUR NAME Test

ENTER THE QUIZ

SELECT DIFFICULTY

ELITE

KNIGHT

COMMANDER

which of these film got Oscar Arawd?

| the dark knight | mother india |
| gandhi(1982) | the world of apu |

Question	Option A	Option B	Option C	Option D	Correct answer
which of these film got Oscar Arawd	the dark knight	mother india	gandhi(1982)	the world of apu	gandhi(1982)
who is the richest person in the worl	Elon Musk	Jeff Bezos	Gautam Adani	Bernard Arnault	Gautam Adani
which one of this is an Indian brand?	lenovo	micromax	oppo	reno	micromax
who is the shortest person in world?	Jyoti Amge	Chandra Bahadur Dangi	Marco Frigatt	Divyansh Gupta	Chandra Bahadur Dangi
which is the lengthiest anime in histo	Chibi Maruko-chan	Sazae-san	Crayon Shin-chan	One Piece	Sazae-san
what is the most watched video on y	Despacito	Johnny Johnny Yes Papa	See You Again	Baby Shark Dance	Despacito
One pencil has enough graphite to d	50 miles	35 miles	15 miles	5 miles	35 miles
which one of these countries is know	haridwar	golden temple	rishikesh	udipi	rishikesh
which one of these have overlapping	tiger	snail	monkey	snake	snake
which one of this is a good source of	banana	potato	mango	coconut	potato

CONTINUE?

| YES |
| NO |

Enter password: ****
Welcome to the MySQL monitor. Commands end with ; or \g.
Your MySQL connection id is 168
Server version: 8.0.31 MySQL Community Server - GPL

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owners.

Type 'help;' or '\h' for help. Type '\c' to clear the current input statement.

mysql> use quiz
Database changed
mysql> select * from score;
+------+-------+------------------+
| Name | Score | Difficulty_level |
+------+-------+------------------+
| test | 7 | Elite |
+------+-------+------------------+
1 row in set (0.00 sec)