

## Aror University of Art, Architecture, Design & Heritage Sukkur.

### Department of Artificial Intelligence and Multimedia Gaming

### Programming for AI (Spring-2025) LAB#04

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#### Objective of Lab No. 4:

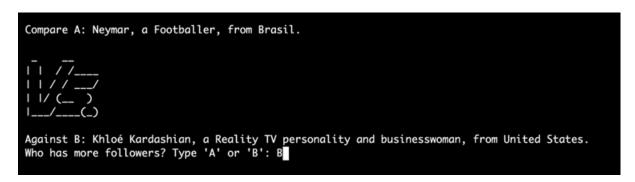
After performing lab4, students will be able to:

- Implement list inside dictionary and dictionary inside list
- Use prebuilt classes, their attributes and methods
- Implement your own classes in python and use them

#### Task# 01 Higher Lower Game:

In this game, a user compares one item with another item, to check which item has higher score, if the user guesses it wrong, the game is over, if the user guesses it right, the score is incremented, and the game continues until a wrong guess.

#### Demo:





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#### **Every item has:**

Name: InstagramFollower: 346

Description: Social Media Platform

Country: USA

### Task#02: Coffee Machine Program using Object Oriented Programming:

Implement the virtual coffee Machine Program using Object Oriented Programming, the documentation for the program is attached, and the files which are to be used are also available.

### Task#03: Quiz Application using Object Oriented Programming:

- 1. Create a file data.py, thise file should have a list named question\_data, this list in turn have multiple questions along with the answer which is either True/False.
- Create a class Question, in a file called q\_model.py, this class should have two attributes: text and answer, along with this the class must have constructor to initialize these two attributes, when an Object is created.



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3. In the main.py file create a list called **question\_bank**, in this list you should have multiple question objects, you will create objects from the data available in **question\_data**