SE 5930 Machine Problem 3 (MP3) Addition Practice

20 points

We have just learned how to use **while-loops**, and define our own **functions**. Write a Python script that implements a **while-loop** and defines 2 **functions** in order to produce an Addition Practice session for the user. Your program output must look exactly like the following output (except the numbers in the problems will be randomly generated)...

```
ADDITION PRACTICE PROBLEMS
Add the numbers together and enter your answer.
I'll tell you if you are right or wrong.
Problem 1: 58 + 22 = 80
You are right!
So far... 1 right, 0 wrong.
Do you want to do another problem? ('Y' or 'N') y
Problem 2: 56 + 35 = 91
You are right!
So far... 2 right, 0 wrong.
Do you want to do another problem? ('Y' or 'N') yes
Problem 3: 64 + 88 = 123
Sorry, that is not correct. The correct answer is 152.
So far... 2 right, 1 wrong.
Do you want to do another problem? ('Y' or 'N') Y
Problem 4: 29 + 72 = 100
Sorry, that is not correct. The correct answer is 101.
So far... 2 right, 2 wrong.
Do you want to do another problem? ('Y' or 'N') Yes
Problem 5: 19 + 84 = 103
You are right!
So far... 3 right, 2 wrong.
Do you want to do another problem? ('Y' or 'N') YES
Problem 6: 66 + 33 = 100
Sorry, that is not correct. The correct answer is 99.
So far... 3 right, 3 wrong.
Do you want to do another problem? ('Y' or 'N') n
```

• Your program solution must include 2 **functions**. The details of the **functions** are in the documentation. This documentation must be included in your code...

```
# Machine Problem 3
# Mike Liljegren
# Description: This script is addition practice problems. The user is given 2 integers
               to add together. The user gives an answer and is told if the answer is
               correct, or not. The user is then asked if they want to do another problem.
               The number of correct and the number of incorrect answers are recorded
               after each problem.
from random import *
def additionProblem(problemNum):
    # Prompts the user with an addition problem with 2 random int values between
    # 1 and 100. Collects the answer from the user, and generates the correct
    # answer.
    # problemNum An int value.
    # Returns a tuple with 2 elements. The 1st element is the user's
    # answer(int) and the 2nd element is the correct answer (int).
    < the body of your function additionProblem() goes here >
def gradeAnswer(answers, answerTally):
    # Checks to see if the user's answer and the correct answer are the same.
    # Prints the appropriate message to the user, along with a running total
    # of how many right and wrong answers the user has accumulated in this
    # session.
    # answers
                    A tuple with 2 elements. The 1st element is the user's
                    answer (int) and the 2nd element is the correct answer (int).
    # answerTally
                    a list with 2 elements. The 1st element is a running total
                    of how many right answers so far in this session (int),
                    and the 2nd element is a running total of how many wrong
                    answers so far in this session (int). The list is modified
                    in the function.
    # There is no return value.
    < the body of your function gradeAnswer() goes here >
### Main Program ###
```

- < the body of your main program goes here >
 - Your solution must include a while-loop in the main program. The main program will call both functions.
 - The output that you hand in must show examples that your program will accept 'y', 'Y', 'yes', 'Yes', and 'YES' to continue doing more addition problems.

 Your output must show both correct and incorrect answers being handled and counted.

For full credit...

- Hand in a hard copy of your script and the output that your script generates.
- Hand in your solution on-time.
- Document your solution appropriately.
- Write clear, well-organized code.
- Use variable names that make sense for the data that they contain.
- The output that your script generates must be exactly like the desired output (of course the numbers will be different because they will be randomly generated).