Project 3

Description

Your task is to write a function that will return a random word from the dictionary file. This function will take one parameter, called difficulty. Difficulty can be either 1, 2, or 3. If difficulty is 1, return a word that is 5 or 6 letters long. If difficulty is 2, return a word that is 6 or 7 letters long. If difficulty is 3, return a word that is 8 or more letters long. Make sure that the word being returned is random, and that you are not just returning the first word in the dictionary that matches the description. After defining you function, ask the user to input their difficulty, call the function and print the value it returns.

Setting Up

1. If you have not already done so, create a folder somewhere on your computer where you will save all of your Python programs for the rest of this class.

2. Open up VSCode. Go to File < Open Folder, and open the folder that you created.

3. Create and save a new file named Project3.py, make sure it is being saved in that folder.

4. Download the dictionary from this link. And save it in the same directory as your python file.

```
http://norvig.com/ngrams/sowpods.txt
```

5. Now you are ready to begin writing your program.

Breakdown of the Problem

1. define the function

2. inside your function definition, create a list to store all of the words, and declare a variable to save your chosen random word in.

3. Open the file 'sowpods.txt' and read the words into your list

4. Based on the difficulty parameter, choose a random word from the list until it is the correct length, and return it.

5. Now outside of the function definition, ask the user to input their difficulty. Call your function using their input as the difficulty parameter, and print the return value.

Hints

You will need the random module to do this.

```
import random
randomIndex = random.randInt(len(dictionary))
```

Optionally, you can remove special characters like new line like this:

```
cleanWord = randomWord.strip()
```