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Course: COS\_340a\_F2022 Programming in Python

Assignment: Project Documentation

The topic of my project is “Making a quiz application”. I have managed to implement its functionality by using 4 classes – Game, User, Question and Answer. This is a test application and there is a rank list like a real competition. The user who accumulates more points by answering the questions right is the winner. The game starts by asking the user(s) “How many people are playing the game?” and each user is asked the same questions. This is done by using a while loop. The questions are stored in a text file called “TestFile.txt” and are numbered from 1 to 6 inside the text file. Then, we declare an empty list to save the questions that we will need later. We check if the first character of the roll is a number, and, if it is then we can conclude that this is a question, and if the character is not a number, it is an answer.When we are sure that we have a question, we initialize an instance of the Question class. Then, we add the question with its description to the list of questions. If we have an answer, then we add the current answer to the list of answers for the current question(question.answers.append(answer)).

Then, then when we have finished looping through the file, the list of questions is loaded, and the user can start the game. The program then prompts the user to enter his username, and then the actual game starts. The user is asked a consecutive number of 6 questions, and he has

to type his answer. If his answer is correct (if an.is\_correct), his score is incremented by 1 and the program outputs his current score. If it is not, the program outputs that the user’s answer is wrong and the correct answer is displayed together with his current score. This is done by filtering the list of answers for the current question. If the answer is marked as “True” in the “TestFile.txt” file, then we have a correct answer and we only get the description of the answer to show what is the correct answer. When the user(s) finish their own game(or quiz), the winner is announced and its score and username is written and kept in the “RankList.txt” file.