Story Generator with Python

Our task is to generate a random story every time the user runs the program. I will first store the parts of the stories in different lists, then the Random module can be used to select the random parts of the story stored in different lists

```python
import random

when = ['A few years ago', 'Yesterday', 'Last night', 'A long time ago','On 20th Jan']

who = ['a rabbit', 'an elephant', 'a mouse', 'a turtle','a cat']

name = ['Ali', 'Miriam','daniel', 'Hoouk', 'Starwalker']

residence = ['Barcelona','India', 'Germany', 'Venice', 'England']

went = ['cinema', 'university','seminar', 'school', 'laundry']

happened = ['made a lot of friends','Eats a burger', 'found a secret key', 'solved a mistery', 'wrote a book']

print(random.choice(when) + ', ' + random.choice(who) + ' that lived in ' +
random.choice(residence) + ', went to the ' + random.choice(went) + ' and ' +
random.choice(happened))
```

Python Program to Generate Password

To write a Python program to create a password, declare a string of numbers + uppercase + lowercase + special characters. Take a random sample of the string of a length given by the user:

```python
import random

passlen = int(input("enter the length of password"))

s="abcdefghijklmnopqrstuvwxyz01234567890ABCDEFGHIJKLMNOPQRSTUVWXYZ!@#$%^&*()?"

p = "".join(random.sample(s,passlen ))

print(p)
```

Rock, Paper and Scissors Game with Python

To create the Rock, Paper and Scissors game with Python, we need to take the user's choice and then we need to compare it with the computer choice which is taken using the random module in Python from a list of choices, and if the user wins then the score will increase by 1:

```python
import random

choices = ["Rock", "Paper", "Scissors"]

computer = random.choice(choices)

player = False

cpu_score = 0

player_score = 0

while True:

    player = input("Rock, Paper or  Scissors?").capitalize()

    ## Conditions of Rock,Paper and Scissors

    if player == computer:

        print("Tie!")

    elif player == "Rock":

        if computer == "Paper":

            print("You lose!", computer, "covers", player)

            cpu_score+=1

        else:

            print("You win!", player, "smashes", computer)

            player_score+=1

    elif player == "Paper":

        if computer == "Scissors":

            print("You lose!", computer, "cut", player)

            cpu_score+=1

        else:

            print("You win!", player, "covers", computer)

            player_score+=1

    elif player == "Scissors":

        if computer == "Rock":

            print("You lose...", computer, "smashes", player)

            cpu_score+=1
```

```
        else:

            print("You win!", player, "cut", computer)

            player_score+=1

    elif player=='End':

        print("Final Scores:")

        print(f"CPU:{cpu_score}")

        print(f"Plaer:{player_score}")

        break
```

The logic of Quiz Game with Python

The Quiz game asks the player questions about animals. They have three chances to answer each question you don't want to take the quiz too difficult. Each correct answer will score a point. At the end of the game, the program will reveal the player's final score.

Let's Create the Quiz Game with Python

Now is the time to create your quiz! First, I'll create the questions and the answer verification mechanism. Next, I'll add the code that gives the player three attempts to answer each question:

```
def check_guess(guess, answer):

    global score

    still_guessing = True

    attempt = 0

    while still_guessing and attempt < 3:

        if guess.lower() == answer.lower():

            print("Correct Answer")

            score = score + 1

            still_guessing = False

        else:

            if attempt < 2:

                guess = input("Sorry Wrong Answer, try again")

            attempt = attempt + 1
```

```python
    if attempt == 3:
        print("The Correct answer is ",answer )
score = 0
print("Guess the Animal")
guess1 = input("Which bear lives at the North Pole? ")
check_guess(guess1, "polar bear")
guess2 = input("Which is the fastest land animal? ")
check_guess(guess2, "Cheetah")
guess3 = input("Which is the large animal? ")
check_guess(guess3, "Blue Whale")
print("Your Score is "+ str(score))
```