

# Project Proposal

B2023 Kiagus Muhammad Aqsha – Computer Science

Lecturer: Jude Joseph Lamug Martinez

## ***INTRODUCTION***

I have interests within the fields of Anthropology, Geography and of course this subject. From here, my concern is that many people have a lack of understanding of the world beyond their country and why they must be respected. The program that I will make, thus, is a game about guessing the following which the user can choose: Flag-guessing, culture-matching, city locating as well as language-matching. It may not be as popular, but it could be a good starting point for younger people to understand globalization and its importance for their future, and geography enthusiasts to hone their skills in knowing this earth.

## ***OBJECTIVES***

- > To make people know more of the world and its features, identities and cultures.
- > Provide practice for geography as well as anthropology.
- > Reveal lesser-known parts of the world to end-users.
- > Make a Python program that not just uses what we learn at class, but using an interface which is something beyond the scope of the course.

## ***AUDIENCES:***

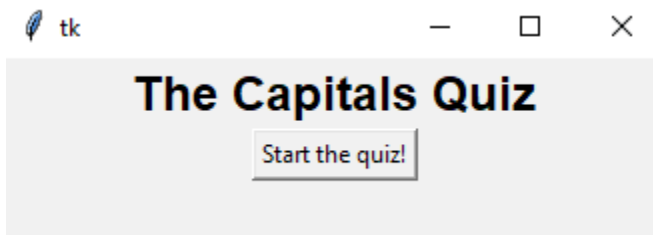
- > Young people who may need help in recognizing the world beyond what they have been thought before.
- > Future geographers and anthropologists, geologists, cultural experts, whatever. To make them know the world better for future exams.

## ***APPLICATION FEATURES AND DESC:***

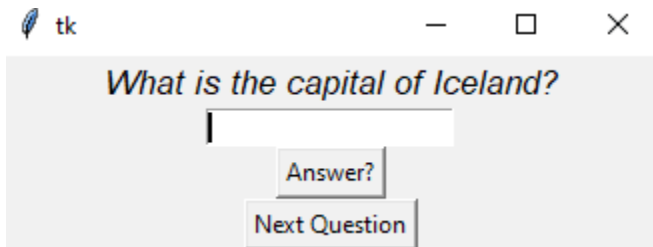
- Using an interface which means the processes is not done in the console, and customized for user's eyes comfort.

- Usage of imported images which will be in centre.
- A custom font.
- Usage of files and importing them into certain windows.
- *Comments available in the python file*
- *And more to be described in the report.*

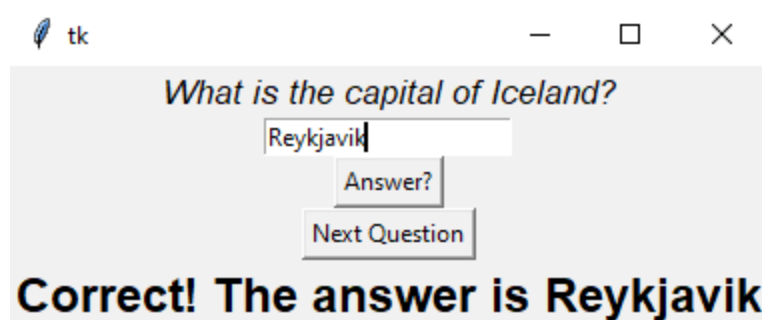
# Project Report



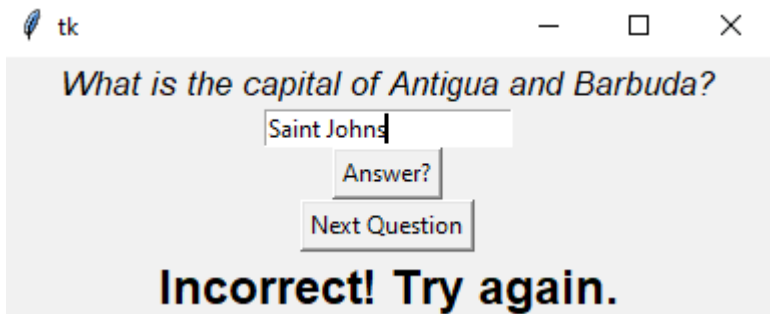
The main page of the quiz. Every time the Python console is run, you will have to stumble upon this window. The title must be in bold, emphasizing itself.



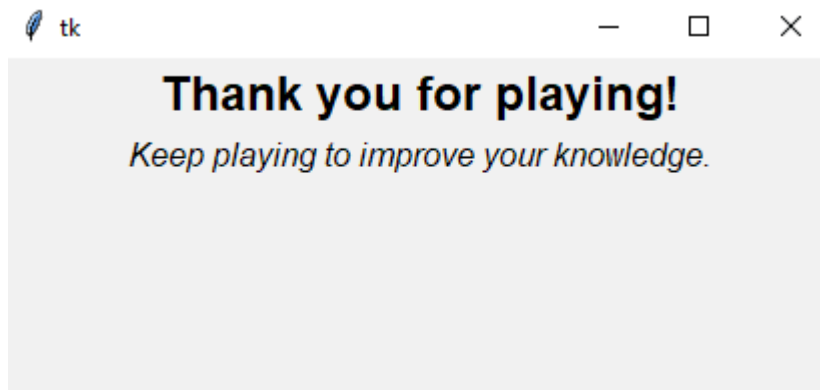
When you press the “Start The Quiz” button, you will be asked from a range of all 195 countries in the world. This is the same prompt until the 2<sup>nd</sup> last frame which it’s bottom button will not ask for the next question.



When you input a correct answer, this will show up. However it WILL be a different case if you get it wrong.



Aside from showing that if the capital doesn't match with the list, this is a good example of how far the range of countries included in this simple program. The answer above is supposed to be "Saint John's".



And here is the "thank you" screen.

### **What I used: Tkinter, the random module.**

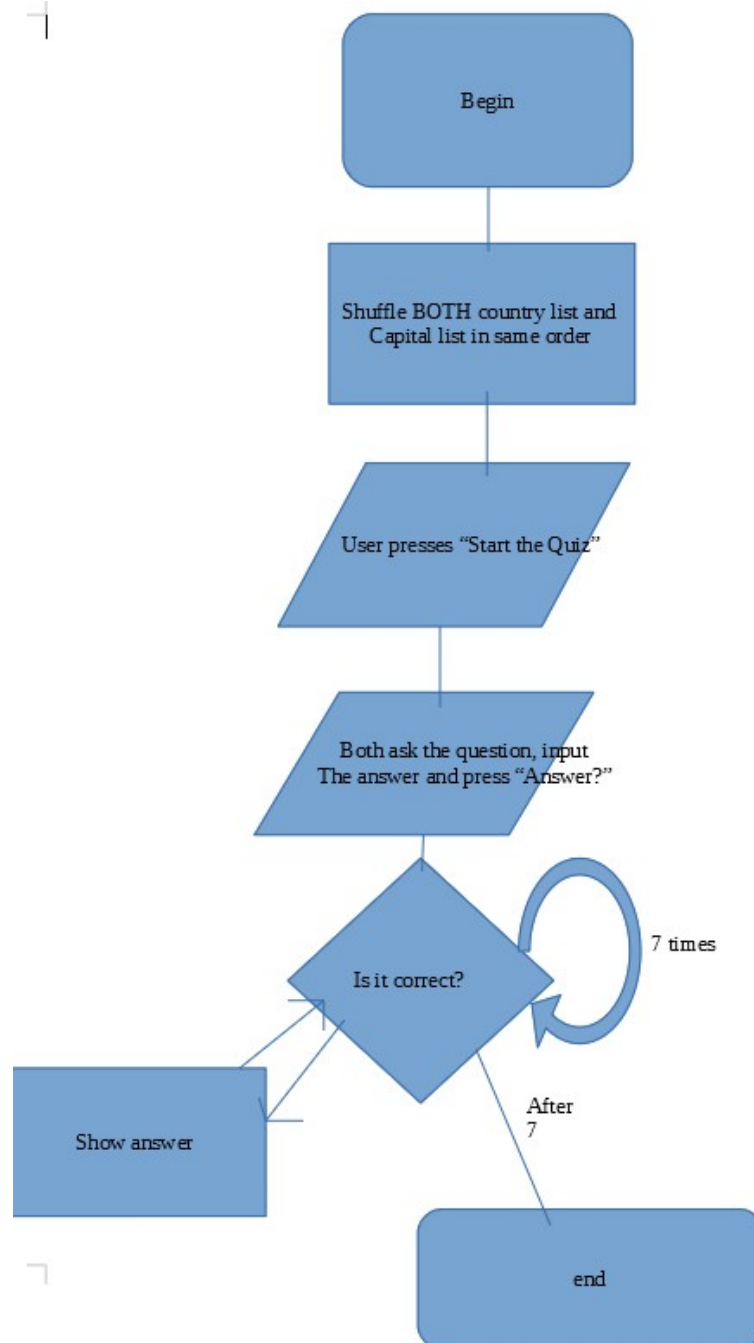
Tkinter is the go-to GUI development tool for python accredited by many. And it can be used alongside an OOP approach to python. Hence, the 'tk' in the window title. I could add more elements of a GUI within the quiz that I made, but it could be too daunting for a project with a relatively short timeframe. If it were to be longer, I'd wish that I could add a background color as well as music accompanying it when the window is open.

Another, is random. I will have to use shuffle in combination with zipping both the external country list and respected capital lists. But prior to zipping and shuffling, I actually did randomizing within a loop which complicates the process, it makes the chance of matching the capitals 197 times less likely.

# Changes to original idea

I quickly realized that if the original idea were to be done, I may have not been able to do it within 3 weeks. It could take more than a month if I could predict the time I will spend. So in the middle, I decided to only make a GUI-set quiz game because setting up GUIs can maybe satisfy the criteria for personal development, whilst reducing the workload as there are other matters to do too.

**Quick look at program algorithm using a flowchart:**



# Accountable sources that considerably helped me achieve this quiz program

In MLA Formatting:

Klimčík, Jaroslav. "Shuffle Two List at Once with Same Order." *Stack Overflow*, Stack Exchange, 25 Apr. 2014, [stackoverflow.com/questions/23289547/shuffle-two-list-at-once-with-same-order](https://stackoverflow.com/questions/23289547/shuffle-two-list-at-once-with-same-order).

Tilley, Max. "Switch between Two Frames in Tkinter." *Stack Overflow*, Stack Exchange, 25 Sept. 2011, [stackoverflow.com/questions/7546050/switch-between-two-frames-in-tkinter](https://stackoverflow.com/questions/7546050/switch-between-two-frames-in-tkinter).

"Python - Tkinter Button." *Tutorialspoint*, Simply Easy Learning, [www.tutorialspoint.com/python/tk\\_button.htm](https://www.tutorialspoint.com/python/tk_button.htm).

"How to Switch Frames in Tkinter." *Delft Stack*, DelftStack, 16 Mar. 2019, [www.delftstack.com/howto/python-tkinter/how-to-switch-frames-in-tkinter/](https://www.delftstack.com/howto/python-tkinter/how-to-switch-frames-in-tkinter/).

Harrison. "How to Change and Show a New Window in Tkinter." *Python Programming Tutorials*, YouTube, 2 Nov. 2014, [pythonprogramming.net/change-show-new-frame-tkinter/](https://pythonprogramming.net/change-show-new-frame-tkinter/).