









## Code

```
main.py    Share  Run

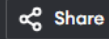
1 def create_student_profile():
2     print("\n" + "="*15 + " STUDENT REGISTRATION " + "="*15)
3     student = {
4         "first_name": input("Enter your first name: "),
5         "age": int(input("Enter your age: ")),
6         "QUIZ_SCORE": "Not Yet"
7     }
8     return student
9
10 class QuizMaster:
11     def __init__(self):
12         self.questions = [
13             {
14                 "prompt": "What analyzes source code and breaks it
15                     into tokens?",
16                 "answer": "Lexical Analyzer",
17                 "hint": "Think of the first phase of compilation"
18             },
19             {
20                 "prompt": "Named memory location that holds changeable
21                     data?",
22                 "answer": "Variable",
```

```
Programiz Python Online Compiler

main.py    Share  Run

64     self.score = 0
65
66     def run_quiz(self):
67         print("\n" + "="*15 + " PROGRAMMING QUIZ " + "="*15)
68         for i, q in enumerate(self.questions, 1):
69             print(f"Q{i}: {q['prompt']}")
70             answer = input("Your answer: ")
71             if answer.lower() == q['answer'].lower():
72                 print("✓ Correct!")
73                 self.score += 1
74             else:
75                 print(f"X Incorrect. Hint: {q['hint']}")
76         return self.score
77
78     def show_answer_key(self):
79         print("\n" + "="*15 + " ANSWER KEY " + "="*15)
80         for i, q in enumerate(self.questions, 1):
81             print(f"Q{i}: {q['answer']}")
82
83     # ===== MAIN PROGRAM =====
84     if __name__ == "__main__":
85         student = create_student_profile()
```

main.py



Share

Run

```

83 ~ if __name__ == "__main__":
84     student = create_student_profile()
85     print("\n" + "="*15 + " STUDENT PROFILE " + "="*15)
86     print(f"Name: {student['first_name']}")
87     print(f"Age: {student['age']}")
88     print(f"Quiz Score: {student['QUIZ_SCORE']}")
89
90     quiz_status = None
91 ~     status_map = {
92         True: "PASSED with honors!",
93         False: "Failed - try again!",
94         None: "Not yet completed"
95     }
96     print(f"\nCurrent Status: {status_map[quiz_status]}")
97
98     quiz = QuizMaster()
99     final_score = quiz.run_quiz()
100
101     print("\n" + "="*15 + " QUIZ RESULTS " + "="*15)
102     print(f"You scored {final_score}/{len(quiz.questions)}")
103
104 ~     if input("\nWould you like to see the answer key? (y/n): ").lower

```

```

104 ~         if input("\nWould you like to see the answer key? (y/n): ").lower
105             () == 'y':
106                 quiz.show_answer_key()
107
108     print("\n" + "="*15 + " END OF PROGRAM " + "="*15)

```

## Output

```
Output Clear

===== STUDENT REGISTRATION =====
Enter your first name: Justin
Enter your age: 22

===== STUDENT PROFILE =====
Name: Justin
Age: 22
Quiz Score: Not Yet

Current Status: Not yet completed

===== PROGRAMMING QUIZ =====

Q1: What analyzes source code and breaks it into tokens?
Your answer: Input
X Incorrect. Hint: Think of the first phase of compilation

Q2: Named memory location that holds changeable data?
Your answer: Variable
✓ Correct!

Q3: Process of analyzing syntax against grammar rules?
Your answer: Parsing
✓ Correct!

Q4: Naming convention like 'ClassName'?
Your answer: Pascal Case
✓ Correct!

Q5: Grammar describing language strings?
Your answer: Context-Free Grammar
✓ Correct!

Q6: Words that can't be identifiers?
Your answer: Reserved Words
✓ Correct!
```

```
===== QUIZ RESULTS =====
```

```
You scored 9/10
```

```
Would you like to see the answer key? (y/n): y
```

```
===== ANSWER KEY =====
```

```
Q1: Lexical Analyzer
```

```
Q2: Variable
```

```
Q3: Parsing
```

```
Q4: Pascal Case
```

```
Q5: Context-Free Grammar
```

```
Q6: Reserved Words
```

```
Q7: Strings
```

```
Q8: Binding
```

```
Q9: Tokenization
```

```
Q10: Name
```

```
===== END OF PROGRAM =====
```

```
=== Code Execution Successful ===
```