

6. ILLUSTRATION OF TEXT FILE PROGRAMING-III

Develop a program to create a text file to with a story in it and do the following tasks:

- To count the frequency of an inputted word in the file
- To read a random line and display it.

Source Code

```
import random

def create():
    with open("lines.txt", "w") as f:
        f.write("Once upon a time\n")
        f.write("a man lived in the woods\n")
        f.write("He was a very old man\n")
        f.write("He was a 90 years old\n")
        f.write("He lived a happy life")

def count():
    with open("lines.txt") as f:
        data = f.read()
        data = data.lower()
        words = data.split()

    chk_word = input("Enter word to count: ")
    count = words.count(chk_word)

    print(chk_word, "appeared", count, "times")

def random_line():
    with open("lines.txt") as f:
        lines = f.readlines()

    num = random.randrange(0, len(lines))

    print("The random line is:")
    print("    ", lines[num])

create()

while True:
```

```

print("=====")
print("What would you like to do?")
print("""
[1] Count the frequency of a word
[2] Read a random line
[3] Exit
""")

ch = input("Enter your choice[1/2/3]: ")

if ch == "1":
    count()

elif ch == "2":
    random_line()

elif ch == "3":
    print("[ Exiting ]") # Break from the loop to exit
    break

else:
    print("[ Invalid Choice ]") # In case user inputs a choice that was n

```

OUTPUT

```

=====
What would you like to do?

    [1] Count the frequency of a word
    [2] Read a random line
    [3] Exit

Enter your choice[1/2/3]: 1
Enter word to count: he
he appeared 3 times
=====
What would you like to do?

    [1] Count the frequency of a word
    [2] Read a random line
    [3] Exit

Enter your choice[1/2/3]: 2
The random line is:
    Once upon a time

=====
What would you like to do?

```

- [1] Count the frequency of a word
- [2] Read a random line
- [3] Exit

Enter your choice[1/2/3]: 3

[Exiting]