**Task1 :** Develop a simple quiz game that presents multiple-choice questions to the user. The game should keep track of the user's score and provide feedback based on their answers.

**input**

#include <iostream>

#include <string>

using namespace std;

struct Question {

string text;

string options[4];

char correctOption;

};

void displayQuestion(const Question &q) {

cout << q.text << endl;

for (int i = 0; i < 4; i++) {

cout << char('A' + i) << ". " << q.options[i] << endl;

}

cout << "Enter your answer (A, B, C, or D): ";

}

int main() {

// Define questions

Question quiz[] = {

{"What is the capital of France?",

{"Paris", "London", "Rome", "Berlin"},

'A'},

{"Which programming language is this quiz written in?",

{"Python", "C++", "Java", "JavaScript"},

'B'},

{"What is 2 + 2?",

{"3", "4", "5", "6"},

'B'},

};

const int numQuestions = sizeof(quiz) / sizeof(quiz[0]);

int score = 0;

cout << "Welcome to the Quiz Game!" << endl;

cout << "You will be presented with " << numQuestions << " questions." << endl;

cout << "Let's begin!\n" << endl;

// Iterate over the questions

for (int i = 0; i < numQuestions; i++) {

displayQuestion(quiz[i]);

char answer;

cin >> answer;

answer = toupper(answer); // Convert to uppercase to handle lowercase input

if (answer == quiz[i].correctOption) {

cout << "Correct!\n" << endl;

score++;

} else {

cout << "Wrong! The correct answer was " << quiz[i].correctOption << ".\n" << endl;

}

}

// Display final score

cout << "You have completed the quiz!" << endl;

cout << "Your final score is: " << score << " out of " << numQuestions << endl;

if (score == numQuestions) {

cout << "Excellent! You got all the answers right!" << endl;

} else if (score >= numQuestions / 2) {

cout << "Good job! Keep practicing to improve further." << endl;

} else {

cout << "Better luck next time! Keep learning and trying!" << endl;

}

return 0;

}

**Output**

