*Written Response*

Me and my partner Phoenix Duarte-Commandeur, create a simple multiple choice game that has a total  of 25 questions. One of the biggest problems we ran into while creating this program was the randomization of the questions. We did not know how to make the program select a random question. This was resolved (Primarily by Phoenix) by assigning each of the questions a different variable, and then having the computer select a random number from 1 to 15. If the computer chose a certain number from the list it would print the corresponding question thus solving the problem. Another issue we ran into was stopping the program from selecting the same question twice. This proved to be quite challenging as we tried several times using our own knowledge and some lesser code that we had found from some online sources. Still no luck. Eventually we got help from our teacher (Mr. Landfried) it took us almost an entire period but we managed to figure it out. What we did is we took the list of numbers out of our while loop and once a number was chosen it was removed from the list. This prevented the program from choosing a question twice.