Harry Potter Typing Trainer Version 1: Aberto

In this version, you will read the list of spells from a file and display a random spell. It is your first step in the implementation of a typing trainer.

Remember: you must use user-defined functions to implement this program.

Text file: spells.txt

What to do

- Implement the `read_spells` and `get_random_spell` functions.
- Import the `random` module and use it appropriately to generate the random spell.
- The random spell should always be displayed in all lowercase letters.
- Use the following template. All functions defined in the template **must be present and implemented** in your code. You **cannot** change the header of the functions given in the template or omit these functions. You **may** add extra functions if needed. **You cannot change the `main` function in this version.**

```
def read_spells(filename: str) -> list[str]:
    """
    Reads a list of spells from a file and returns a list of spells.
    """
    # TODO: implement this function
```

```
def get_random_spell(spells: list[str]) -> str:
    """
    Returns a random spell from a list of spells, converted to lowercase.
    """
    # TODO: implement this function
```

```
def main() -> None:
    """
    Main program.
```

```
    """
    spells = read_spells('spells.txt')
    print('Harry Potter Keyboard Trainer')
    spell = get_random_spell(spells)
    print(spell)

main()
```

Hints

- Values (spells) are separated in the file by `\n` (end of line) character
- Consider using the `splitlines` method in the string class to implement the solution. You can find more about this method by typing `help(str.splitlines)` in the Python shell.

Program name

Save your program as `spells1.py`.

Demo

https://asciinema.org/a/1zfvQmYjeMYdnHvmd3hwC0mQp

Testing

To make sure your program works correctly, you should test it.

Run your program with `python spells1.py`. Your program should print a **random** spell For example:

```
Harry Potter Keyboard Trainer
ventus
```

Run your program again. Your program should print another random spell.

Submitting

Submit `spells1.py` via eClass.

You may submit either all versions you complete, or only the final version.