import tkinter as tk

from tkinter import messagebox

questions = [

    {

        "question": "What is the capital of France?",

        "options": ["London", "Berlin", "Paris", "Rome"],

        "answer": "Paris"

    },

    {

        "question": "What is 2 + 2?",

        "options": ["3", "4", "5", "6"],

        "answer": "4"

    },

    {

        "question": "Which planet is known as the Red Planet?",

        "options": ["Mars", "Jupiter", "Saturn", "Venus"],

        "answer": "Mars"

    }

]

class QuizApp:

    def \_\_init\_\_(self, root):

        self.root = root

        self.root.title("Quiz Game")

        self.root.geometry("400x300")

        self.current\_question = 0

        self.score = 0

        self.selected\_option = tk.StringVar()

        self.create\_widgets()

        self.load\_question()

    def create\_widgets(self):

        self.question\_label = tk.Label(self.root, text="", wraplength=350, font=("Arial", 14))

        self.question\_label.pack(pady=20)

        self.options = []

        for i in range(4):

            rb = tk.Radiobutton(self.root, text="", variable=self.selected\_option, value="", font=("Arial", 12))

            rb.pack(anchor='w', padx=50)

            self.options.append(rb)

        self.next\_button = tk.Button(self.root, text="Next", command=self.next\_question)

        self.next\_button.pack(pady=20)

    def load\_question(self):

        q = questions[self.current\_question]

        self.question\_label.config(text=q["question"])

        self.selected\_option.set(None)

        for i, option in enumerate(q["options"]):

            self.options[i].config(text=option, value=option)

    def next\_question(self):

        if not self.selected\_option.get():

            messagebox.showwarning("Select an option", "Please select an answer before continuing.")

            return

        correct\_answer = questions[self.current\_question]["answer"]

        if self.selected\_option.get() == correct\_answer:

            self.score += 1

        self.current\_question += 1

        if self.current\_question == len(questions):

            messagebox.showinfo("Quiz Completed", f"You scored {self.score} out of {len(questions)}!")

            self.root.destroy()

        else:

            self.load\_question()

if \_\_name\_\_ == "\_\_main\_\_":

    root = tk.Tk()

    app = QuizApp(root)

    root.mainloop()