

Advanced Python Project: Quiz Game

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# Advanced Python Quiz Game with Levels and Timer
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import time
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```
questions = [  
    {"question": "What is the capital of France?", "answer": "Paris", "level": "easy"},  
    {"question": "What does CPU stand for?", "answer": "Central Processing Unit",  
"level": "easy"},  
    {"question": "What is the time complexity of binary search?", "answer": "O(log n)",  
"level": "medium"},  
    {"question": "Which keyword is used for exception handling in Python?", "answer":  
"try", "level": "medium"},  
    {"question": "What is the output of bool('False')?", "answer": "True", "level":  
"hard"},  
    {"question": "Which module is used for regular expressions in Python?", "answer":  
"re", "level": "hard"}  
]
```

```
score = 0
```

```
start_time = time.time()
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```
for q in questions:  
    print(f"Level: {q['level'].capitalize()}")  
    print(q["question"])  
    user_answer = input("Your answer: ")  
    if user_answer.strip().lower() == q["answer"].lower():  
        print("Correct!\n")  
        score += 1  
    else:  
        print(f"Wrong! The correct answer is {q['answer']}\n")
```

```
end_time = time.time()
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elapsed_time = round(end_time - start_time, 2)
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```
print(f"Your final score is {score} out of {len(questions)}")
```

```
print(f"Time taken: {elapsed_time} seconds")
```