The first step in this task was to import the ‘chocie’ module from the ‘random’ library. For good practice I made sure this piece of code was at the very top of the document so that if anyone else were to work on the document, they can see straight away what has been imported. This prevents library from being imported more than once. I had chose to just import the single module, as I knew it was the only one I would be using.

The next step was to ask the user how many elements would be in the list that needed to be shuffled. I used the ‘input’ function to do this and assigned it to the listQuantity variable. This variable was used as a parameter for the listCreation function.

The first step in the listCreation function was to create a new list (myList) which would store the final list once all of the elements had been input from the user. I then created a while loop with an iterator (i). While the iterator was less than the listQuantity value, the user would be prompted to input another value. This number will be appended to the final list. The iterator’s value would then increment by one and the code would run again. Eventually when the iterator reaches the same value as the listQuantity, it will print the final list and call the second function (Shuffler) with the final list as the parameter.

The ‘Shuffler’ function takes advantage of the module that was imported at the start of the program. A variable (element) is created and a number is randomly chosen from the list. This element is then appended to the new list that I have created and deleted from the original list. This repeats for the number of elements that were in the original list. The new list is then printed.