

# Basic Track Assessment (Buzzword) Bingo

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For this assessment you will make three small programs. You are allowed to work in pairs, make sure to clearly indicate your name(s) in your source code (in a comment).

The programs you will write revolve around the game of bingo.

The first program will collect terms to be used for the game and write them to a file. These terms could be buzzwords (for buzzword bingo), but could revolve around any theme.

The second program will read the terms and generate a random list (i.e. drawing the balls in regular bingo)

The final program will generate a random 5x5 square of terms from the list. The final program will ask the user the user to input coordinates to indicate a square has come up in the second program to mark it. Finally you may want to indicate when a horizontal, vertical or diagonal line has been completed.

## 1. Collect terms

- a) Ask the user for terms and store these in a list, think about how you want to end this loop.
- b) Write the list to a file.
- c) Test! Continue first with the other elements and come back to the following points later
- d) Append to the file instead of overwriting it!
- e) Check if a term hasn't been added before
- f) (extra) Register how often a term has been added to indicate how relevant a term is

## 2. Draw terms

- a) Read the file written in step 1b
- b) Generate a random list from the terms in that file
- c) Present the list, one item at a time (this can be based on user input or, for example a timer)

## 3. Bingo card

- a) Read the file written in step 1b
- b) Generate a random list of 25 (unique) terms from the file
- c) Present the list of 25 to the user (don't spend too much time on making this pretty, optionally come back to make it prettier later)
- d) Allow a user to mark a term (as if marking it on a bingo card)
- e) Allow the user to quit/generate a new card
- f) (extra) When a row, column or diagonal has been completed indicate to the user they should call out "Bingo!"