ASSIGNMENT 2
Python: "TRIVIA CHALLENGE"
Student: Alejandra Cuadros Rivas

Question 01:
Create a console app that interacts with an API of your choice, gets some data out of it and does a meaningful transformation.

Scenario:

TRIVIA CHALLENGE
The program retrieves multiple trivia questions from the Open Trivia Database API based on the category, difficulty, and number of questions chosen by the user. The user has to select a category from a list and choose the difficulty level (easy, medium, or hard).

The program then provides trivia questions from the API and shuffles the answer options for each question.

As each question is displayed, the user selects their answer, and the program checks whether it is correct or incorrect, providing immediate feedback.

The final score, the selected category and difficulty, is saved to a file.

The program makes sure that all the inputs (category, difficulty, and answer) are valid by encouraging the user to retry if an invalid input is entered.

The game is user-friendly and provides helpful messages throughout the process.

Is so easy to play, but not easy to win, for that you need knowledge! :)

Let the game begin...

API used: https://opentdb.com/api_config.php

Objectives:

- Use a list or dictionary to store trivia categories and answers.
- Use a for loop or while loop to repeat tasks and check user input.
- Create functions with returns to make the code reusable.
- Use string slicing to format text, like dates or long questions.
- Use at least two built-in functions, like len() and random.shuffle().
- Get data from a free API in JSON format.
- Add comments to explain key parts of the code and API usage.
- Import a new module (e.g., time to track how long users take to answer).
- Save results to a file with the score, category, and time taken.