Trivia Game Pseudo Code

1. open\_file(file\_name,mode)
2. try and except statement. Open file or except i/o error
3. If file is opened, use an else statement to return the file
4. If except i/o, display an error message and close the program
5. End function
6. Next line function: next\_line(the\_file)
7. Return next line from the trivia file, formatted
8. Go into the file, read the lines, and replace our forward slashes with \n
9. Return the line
10. New function: next\_block(the\_file)
11. Read the first line for the category into a variable
12. Call next\_line(the\_file)
13. Read the next line for the question into a variable
14. Call next\_line(the\_file) again
15. Create answers list, set to empty list
16. Create a loop that executes four times
17. Read answer from file to variable
18. Call next\_line(the\_file) again
19. Append answer to answers list
20. Read the correct answer from the file into a variable
21. Call next\_line(the\_file) again
22. If answer is correct, set correct to correct[0]
23. Read the next line for the explanation into a variable
24. Return all variables, end function
25. New function: Welcome(title)
26. Function displays the title
27. Create the main method
28. Set the program up to display the trivia game and all variables
29. Set up a scoring system, and initiate the trivia game.