Problem 11. Flashcard Quizzer

Program: `quizzer.py`

Write a program named `quizzer.txt` that takes as input from the command line the name of file that contain pairs of questions and answers separated by a comma ",". Your program should play a guess game with user using the data read from the file. For example, Figure 1 show how the program should run if the file contains a list of world countries and their capitals. Your program should loop indefinitely by picking questions randomly from the file and take the answer from the user. The program shall terminate once the user types "`quit`".

```
% python quizzer.py capitals.txt

Welcome to the flashcard quizzer.
At any time, type 'quit' to quit.

Question: Cambodia
Your guess: Phnom Penh
Correct!

Question: Luxembourg
Your guess: Bettel
Sorry, the answer was: Luxembourg

Question: Dominican Republic
Your guess: Santo Domingo
Correct!

Question: Niger
Your guess: Harar
Sorry, the answer was: Niamey

Question: Jordan
Your guess: Amman
Correct!

Question: Kiribati
Your guess: I don't know
Sorry, the answer was: Tarawa

Question: Montserrat
Your guess: Barades
Sorry, the answer was: Plymouth

Question: Faroe Islands
```

```
Your guess: Toreshavan
Sorry, the answer was: TÃ³rshavn

Question: Malaysia
Your guess: Kuala Lumpur
Correct!

Question: India
Your guess: New Delhi
Correct!

Question: Isle of Man
Your guess: quit
Thanks for playing! Goodby.
```

FIGURE 1: SAMPLE OUTPUT FOR PROBLEM 11

Problem 12. Modified Quizzer

Program: `quizzer2.py`

Modify the program you created form ProblemProblem 12. Modified Quizzer by adding the following features:

- Allow the use to enter their identifying details.
- Sample questions from the questions bank without replacement. In other words, during a run the questions should never repeat.
- Use definite iteration (e.g. up to ten iterations) instead of indefinite iteration.
- Keep score of the correct answers made by the user.
- Write the users identifying details and their score to a leaderboard file that keeps tracks of the results of users who played the game.

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References

McKellar, J. (2014). *Introduction to Python*. Retrieved from https://learning.oreilly.com/videos/introduction-to-python/9781491904794