# 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.

# Acknowledgements

Preparation of this problem set would not have been possible without adaptation from (McKellar, 2014). The author gratefully acknowledges the work of the authors cited while assuming complete responsibility for any mistake introduced in the adaptation.

# References

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