Addition puzzles pseudocode

Objective: Create a program that takes a number-to-letter key and an equation that uses the letters. For example:

Key: a=1, b=2, c=4

Problem: a + b = c

In this case, the program would say it is not true, since 1 + 2 is not equal to 4. However, if c=3, it would say the problem is true, because 1+2 is 3.

1. Create a check\_equation function that takes the equation and the key as a parameter
   1. Check if the equation includes a + or – and an =
   2. Check that all the letters used are in the key
2. Ask the user for the key, using tkinter’s simpledialog sub-module. It will ask questions, like “Choose a letter for 1 or leave empty to skip”
3. If the letter is already chosen, tell the user to choose another one
4. Ask the user for an equation and check it
5. Convert letters to numbers using the key
6. Check if the equation is correct and notify the user