

Study Flash Cards Using Tkinter

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The Project Topic and Goal

- I will be preparing a tkinter based python app that will show bunch of flash cards.
- For example, there will be the word “happy” on the first line and “mutlu” in the second line.
- Then the player has to click one of the two buttons: Right or wrong.
- Then at the end, the points will be collected as a final result and will be shown on the leaderboard.
- The incorrectly answered flash cards will be collected in a different list and will be shown at the very end. Player can then play another game with those incorrect answered cards to practice more to their exam.
- This process can go until there are no items on the list of incorrect answers.
- It should be noted that the incorrect answers will not be saved, they will only affect the final score. The first attempt will be the final score. Retries will not be counted.

The Problem Specification Including the Challenges

- My main problem regarding this task is being able to use a database and tkinter library.
- Then I will have to take care of the data well to not to make a mistake; incorrect answers and correct answers have

Tasks

- 1- Importing tkinter and databases (leaderboard and study card list)
- 2- Setting up the GUI
- 3- A list to store incorrect answers
- 4- After the game ends, it will calculate the points and set it on the leaderboard with wanted username (it has to be different than the other usernames)
- 5- Then a function will check if there are incorrect answers and will offer to restart the game with those incorrect answers.
- 6- If an incorrect answer then gets corrected, it will be removed from the list.
- 7- The game will go on until there are no elements in the list or until the user quits.