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63 lines (40 sloc) 2.76 KB

The Making of a Wonder Woman Quiz Part 1

Now it's time to create the outline of your quiz code!



To start, you will ask five questions and have only two options for each:

1. Which weapon? (A) Lasso (B) No weapons
2. What's your dream job? (A) Curator at the Smithsonian (B) Running a business
3. What's more important? (A) Money (B) Love
4. What's your favorite decade? (A) 1910s (B) 1980s

5. What's your favorite big cat? (A) Tiger (B) Cheetah

We'll use these questions to determine which of the following four you are most like:

- Wonder Woman
- Barbara Minerva
- Steve Trevor
- Max Lord

Asking the Quiz Taker for Input

You probably already know how to print text to the console from the last unit in this module on Python basics, but now you have to write code to enable a human write text *back* to the program.

Python's input command is for this exact scenario; it gives back (returns) the user's answer, which you can then store in a variable.

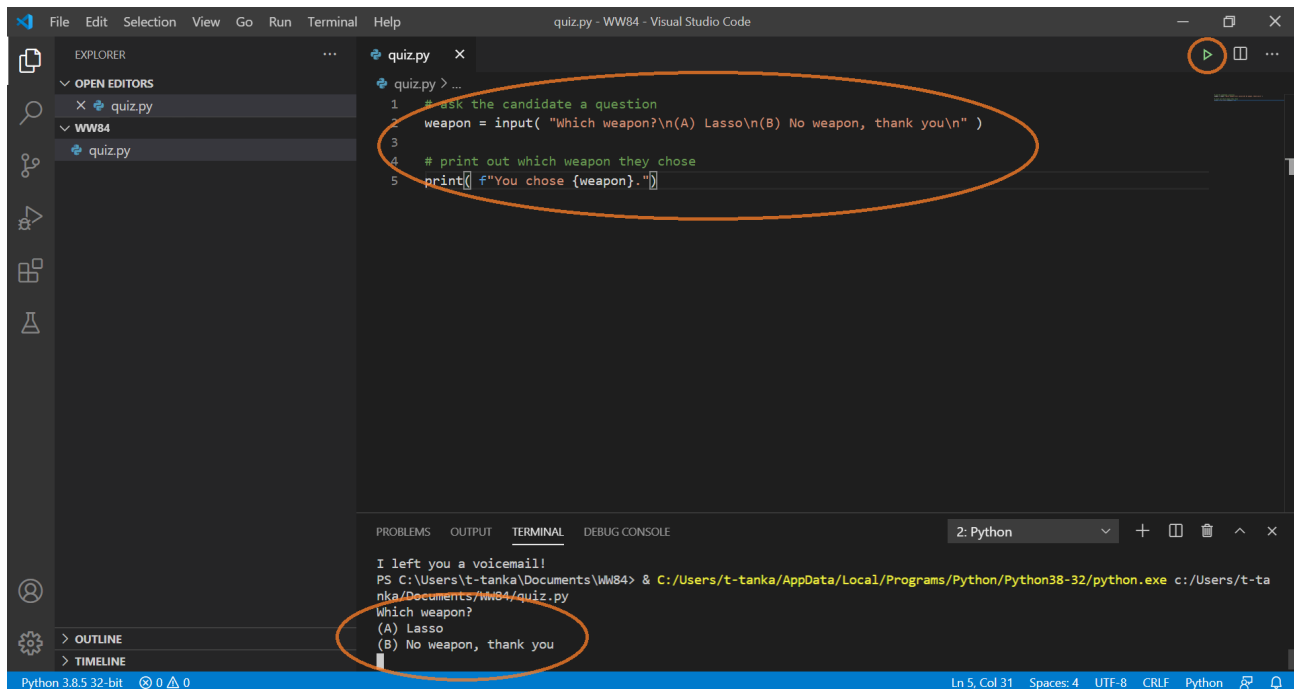
If you have code from the Python basics unit, you can delete them if you want so that this file is only the code for the quiz.

NOTE: The `\n` in the text below is putting in a new line so that the question and answer choices are each on their own line. Think of it like hitting the “return” key.

```
# ask the candidate a question
weapon = input( "Which weapon?\n(A) Lasso\n(B) No weapon, thank you\n" )

# print out which weapon they chose
print( f"You chose {weapon}." )
```

Press the Play button, and you should see the question print out, along with the options. Click in the TERMINAL area and try typing A then “enter” to see what happens.



The screenshot shows the Visual Studio Code interface. The Explorer pane on the left shows a file named `quiz.py` under a workspace named `WW84`. The main editor window displays the following Python code in `quiz.py`:

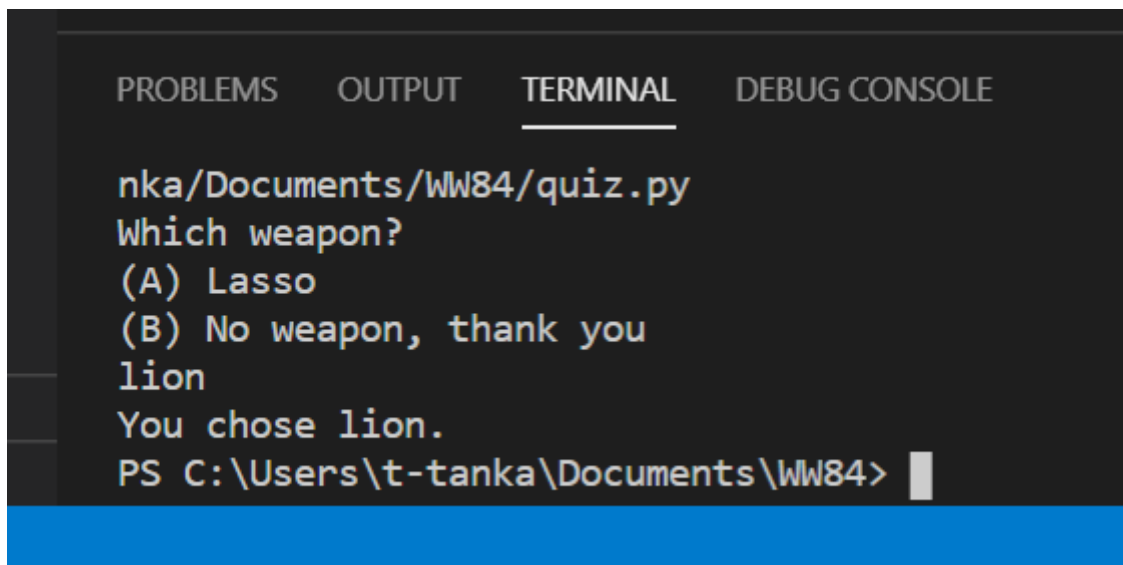
```
1 # ask the candidate a question
2 weapon = input( "Which weapon?\n(A) Lasso\n(B) No weapon, thank you\n" )
3
4 # print out which weapon they chose
5 print( f"You chose {weapon}." )
```

The code is highlighted with an orange oval. Below the editor, the TERMINAL pane shows the output of running the program:

```
I left you a voicemail!
PS C:\Users\t-tanka\Documents\WW84> & C:/Users/t-tanka/AppData/Local/Programs/Python/Python38-32/python.exe c:/Users/t-tanka/
Documents/WW84/quiz.py
Which weapon?
(A) Lasso
(B) No weapon, thank you
lion
You chose lion.
PS C:\Users\t-tanka\Documents\WW84>
```

The terminal output is also highlighted with an orange oval. The status bar at the bottom indicates the Python version is 3.8.5 32-bit.

Notice that the weapon variable simply stores whatever you typed. Try typing lion instead and see what happens...



This image is a close-up of the terminal window from the previous screenshot. It shows the program's output when the user entered 'lion' instead of 'A' or 'B':

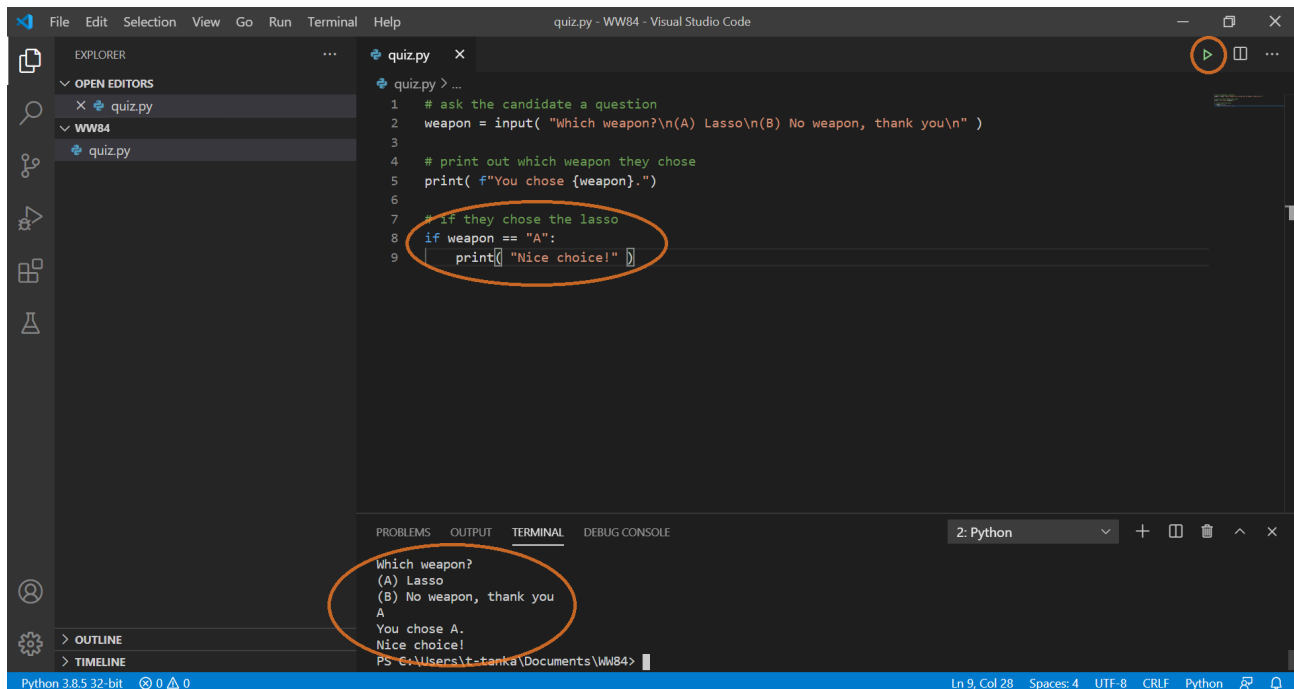
```
Which weapon?
(A) Lasso
(B) No weapon, thank you
lion
You chose lion.
PS C:\Users\t-tanka\Documents\WW84>
```

For now, let's assume the user understands that they should type either 'A' or 'B', whichever corresponds with their choice; and that they should capitalize it correctly.

Now, you can use a conditional statement to have execute commands depending on which option they chose. Add this if-statement to your program:

```
# if they chose the lasso
if weapon == "A":
    print( "Nice choice!" )
```

Press the Play button and try entering A as your choice. Be sure to type in a capital A.



The screenshot shows the Visual Studio Code interface with a Python file named `quiz.py` open. The code in the editor is as follows:

```
1 # ask the candidate a question
2 weapon = input( "Which weapon?\n(A) Lasso\n(B) No weapon, thank you\n" )
3
4 # print out which weapon they chose
5 print( f"You chose {weapon}." )
6
7 # if they chose the lasso
8 if weapon == "A":
9     print( "Nice choice!" )
```

The code is executed, and the terminal output is shown below:

```
Which weapon?
(A) Lasso
(B) No weapon, thank you
A
You chose A.
Nice choice!
PS C:\Users\tstanka\Documents\WW84>
```

Red circles highlight the `if weapon == "A":` condition in the code and the corresponding output in the terminal.

What do you think will happen if you choose 'B' instead? Try writing some code to see if you can account for that and then go on to the next unit to see different ways of doing it!

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