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Project go\_quiz

**How it was made:**

While I was making this, I wanted to make sure that the file spoke for themselves, I have the main file (that is for running. It also contains the menu.), in this file you are greeted with a slow scroll title screen that gives you a menu with 2 options. The first is take the quiz and the other is make some questions. the questions sql file is the database. the question picker will take the question from the database using a random number in the range of one and the highest number in the database table id. Then I will parse out the question and present it to the user. This file also keeps score and will tell you if you are right. When you select take quiz in the menu, this file then takes over with the questions\_random method. The db\_base I left unaltered. I use db\_base as a import for quiz\_sql\_handeler, that is where I stored all my sql, that is the interface with the database. I used the homework 9 project as a template, but in the end it is all original code for the most part. The final file is the quiz\_maker, this is where the questions are made. It consists of a method that askes for the question and answers., then stores them in a database. The way I made this one, it only rns once and then terminatesthe program, I made it that way to make it a bigger deal to add questions.