```
#import statements
import turtle

import random

#create
window----------------------------------------
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wn = turtle.Screen()


#starting variables
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current_points = 0

current_lifes = 3

playing = True



#registering images
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```

```
turtle.register_shape('canada.gif')

turtle.register_shape('brazil.gif')

turtle.register_shape('china.gif')

turtle.register_shape('germany.gif')

turtle.register_shape('ireland.gif')

turtle.register_shape('italy.gif')

turtle.register_shape('japan.gif')

turtle.register_shape('sweden.gif')

turtle.register_shape('mexico.gif')


#creating list of flags
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flag = ["canada.gif", 'brazil.gif',
'mexico.gif', 'china.gif', 'germany.gif',
'ireland.gif', 'italy.gif', 'japan.gif',
'sweden.gif']
```

```
#creating turtle
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screen = turtle.Turtle()

#functions
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# select the flag

def choose_flag():
  global random_flag
  random_flag = random.choice(flag)

# display flag and ask questions

def display_flag():
  screen.shape(random_flag)

def question():
  global answer
  answer = input("What flag is this? ")
  answer += ".gif"
```

```
# check the answer and update score

def add_points(pts, lfs):
  pts = pts + 1
  print("Current points:", pts)
  print("Current lifes:", lfs)
  return pts

def remove_life(lfs, pts):
  lfs = lfs - 1
  print("Current points:", pts)
  print("Current lifes:", lfs)
  return lfs



# running program

while current_lifes > 0:
  choose_flag()
  display_flag()
  question()

  if answer == random_flag:
    current_points =
add_points(current_points, current_lifes)
```

```
  else:
    current_lifes = remove_life(current_lifes,
current_points)

  if current_lifes == 0:
    again = str(input("You lost! Do you want
to play again? (y/n): "))
    if again == "y":
        current_points = 0
        current_lifes = 3
        print("Points have been reset. Current
points:", current_points)
        print("Lifes have been reset. Current
lifes:", current_lifes)
    else:
        exit()



wn.mainloop()
```