import random  
from game\_data import data # assuming your data is named game\_data  
  
def format\_data(account):  
 *"""Format the account data into a printable string."""* account\_name = account["name"]  
 account\_descr = account["description"]  
 account\_followers = account["followers"]  
 return f"{account\_name}, a {account\_descr}, with {account\_followers:,} followers"  
  
def compare\_followers(a, b, guess):  
 *"""Return True if guess is correct, else False."""* if a["followers"] > b["followers"]:  
 return guess == 'a'  
 else:  
 return guess == 'b'  
  
score = 0  
game\_should\_continue = True  
  
account\_a = random.choice(data)  
account\_b = random.choice(data)  
# Make sure A and B are not the same  
while account\_a == account\_b:  
 account\_b = random.choice(data)  
  
while game\_should\_continue:  
 print(f"\nCompare A: {format\_data(account\_a)}.")  
 print(f"Against B: {format\_data(account\_b)}.")  
  
 guess = input("Who has more followers? Type 'A' or 'B': ").lower()  
  
 is\_correct = compare\_followers(account\_a, account\_b, guess)  
  
 if is\_correct:  
 score += 1  
 print(f"✅ Correct! Current score: {score}")  
 account\_a = account\_b  
 account\_b = random.choice(data)  
 while account\_a == account\_b:  
 account\_b = random.choice(data)  
 else:  
 print(f"\n❌ Wrong! Final score: {score}")  
 print(f"A had {account\_a['followers']:,} followers.")  
 print(f"B had {account\_b['followers']:,} followers.")  
 game\_should\_continue = False  
 print(f"A has {account\_a['followers']:,} followers.")  
 print(f"B has {account\_b['followers']:,} followers.")