from tkinter import \*

Questions =["What is the capital of France?","Who is the CEO of Tesla?",

"The iphone was created by which company?","How many Harry Potter books are there?"]

Options=[["New York","London","Paris","Dublin"],["Jeff Bezos","Elon Musk","Bill Gates","Tony Stark"],["Apple","Intel","Amazon","Microsoft"],["1","4","6","7"]]

Answers=[3,2,1,4]

Score=0

Number\_of\_Questions=4

Question\_No=1

def next():

global Score,Question\_No

if val1.get()==1:

selected\_option=1

elif val2.get()==1:

selected\_option=2

elif val3.get()==1:

selected\_option=3

elif val4.get()==1:

selected\_option=4

else:

selected\_option= -1

if Answers[Question\_No-1]==selected\_option:

Score+=1

Question\_No +=1

if Question\_No > Number\_of\_Questions:

root.pack\_forget()

score.place(relx=.40,rely=.40)

score.config(text="Score:"+str(Score),font=("Arial",15))

else:

val1.set(0)

val2.set(0)

val3.set(0)

val4.set(0)

question.config(text = Questions[Question\_No-1])

option1.config(text=Options[Question\_No-1][0])

option2.config(text=Options[Question\_No-1][1])

option3.config(text=Options[Question\_No-1][2])

option4.config(text=Options[Question\_No-1][3])

def check(option):

if(option==1):

val2.set(0)

val3.set(0)

val4.set(0)

elif(option==2):

val1.set(0)

val3.set(0)

val4.set(0)

elif(option==3):

val1.set(0)

val2.set(0)

val4.set(0)

else:

val1.set(0)

val2.set(0)

val3.set(0)

win=Tk()

win.title("Quiz Game")

root= Frame()

root.pack()

question= Label(root,width=60, font=("Arial",15),text=Questions[0])

question.pack()

val1= IntVar()

val2=IntVar()

val3=IntVar()

val4=IntVar()

option1= Checkbutton(root, variable=val1, text=Options[0][0],command=lambda:check(1))

option1.pack()

option2= Checkbutton(root,variable=val2, text=Options[0][1],command=lambda:check(2))

option2.pack()

option3= Checkbutton(root, variable=val3, text=Options[0][2],command=lambda:check(3))

option3.pack()

option4= Checkbutton(root, variable=val4, text=Options[0][3],command=lambda:check(4))

option4.pack()

next\_b= Button(root,text="next",command=next)

next\_b.pack()

score= Label(win)

score.place\_forget()

win.mainloop()