**Task 2: Mini Projects (Fizz Buzz Game & Movie Budget Analysis) Report**

**1. Introduction**

This assignment has two mini-programs:

1. Fizz Buzz Game, in which the user answers correctly to a number generated by the computer.

2. Movie Budget Analysis, program that computes the average budget for movies and picks out high-budget movies.

**2. Project 1: Fizz Buzz Game**

**2.1 Overview**

* The Fizz Buzz is a numeric puzzle in which:
* The application produces a random number between 1 and 100.
* The user needs to respond appropriately with:
* "Fizz" if the number is divisible by 3.
* "Buzz" if it is divisible by 5.
* "Fizz Buzz’’ if divisible by 3 and 5.
* The number itself if none of the above conditions apply.
* The game continues until the user types `"exit"`.

**2.2 Features**

* Random number generation.
* Input validation to compare user responses with correct answers.
* Immediate feedback on whether the user’s response is correct.
* Option to exit the game.

**2.3 Suggested Improvements**

* Use a scoring system to keep track of right answers.
* Intro Have a time limit per response to increase the difficulty level.
* duce difficulty levels (e.g., having a wider range of numbers).

**3. Project 2: Movie Budget Analysis**

**3.1 Overview**

* This program computes movie budgets to find:
* The average budget of a given list of movies.
* The films that have a budget above the average
* The count of high-budget movies in the data set.
* Enables users to insert new films and updates statistics in consequence.

**3.2 Features**

* Provides the average budget of a list of films.
* Finds movies whose budgets are higher than the average.
* Enables users to introduce new movies and updates the analysis.

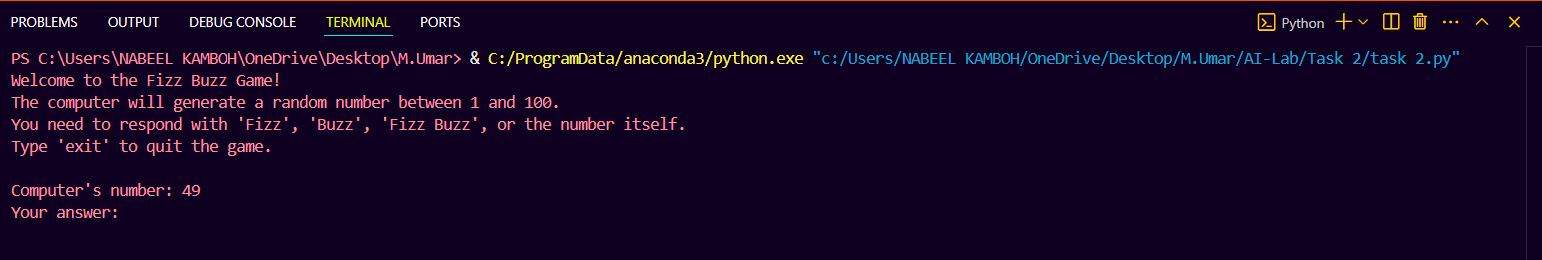
**3.3 Recommended Enhancements**

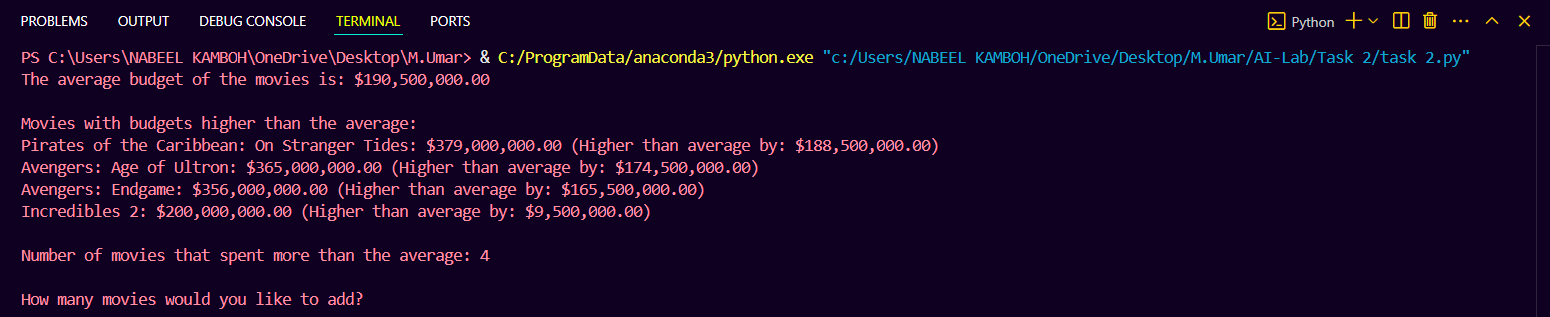
* Store the data of the movies in a file or a database to save inputs.
* Offer more statistics such as median, minimum, and maximum budgets
* Include a graphical representation (e.g., bar charts) for enhanced data visualization.
* Incorporate sorting options to sort the movies according to budget.

**4. Conclusion**

The project effectively carries out two mini-programs, showing interactive gameplay and analytical computing. Though operational, enhancements like scoring for the Fizz Buzz game and improved data management for the Movie Budget Analysis can enhance usability and user engagement.

**Out put**

****

****