

COMPUTER PROGRAMMING REPORT

A. Pseudocode

1. Import "random" module
2. Define a list called "physics_questions" and add 10 physics question into list
3. Define a list called "physics_answers" and add physics questions's answers
4. Define a list called "python_questions" and add 10 python question into list
5. Define a list called "python_answers" and add python questions's answers
6. Define a list called "geo_questions" and add 10 geo question into list
7. Define a list called "geo_answers" and add geo questions's answers
8. Define which_lessons() function and it needs "lesson_choice" variable
9. If lesson_choice is in that list
 ["P","p","Physics","physics"]
10. Return "physics"
11. Else if lesson_choice is in that list
 ["c","C","cp","Computer","Programming","p","P"]
12. Return "computer"
13. Else if lesson_choice is in that list
 ["Geo","G","g","geo","geography","Geography"]
14. Return "geography"

15. Define making_quiz() function and it needs
"lesson,python_questions,python_answers
,geo_questions,geo_answers,physics_questions,
physics_answers" variables
16. Define quizpoint ,it equals to 0
17. Define number_list as a list ,it is empty
18. If lesson is the same as "computer" string.
19. Add ordinal number to number_list repeat as
the lenght of the python_questions
20. If lesson is the same as "geography" string.
21. Add ordinal number to number_list repeat as
the lenght of the geo_questions
22. If lesson is the same as "physics" string.
23. Add ordinal number to number_list repeat as
the lenght of the physics_questions
24. Repeat 5 times
25. If lesson same as the "computer"
26. Define question_number as a number
chosen from the number_list
27. Remove question_number from
number_list not to choose again
28. Print a question from python_question
with question_number as a index
29. Define question answer with input and
print "What is your answer?" inside the input
30. If question_answer is same or lower case
as the python_answer's in question_number index
31. Add 2 point to quizpoint

32. If question_answer is not same or lower case as the python_answer's in question_number index
33. Decrase 1 point from quizpoint
34. If lesson same as the "geography"
35. Define question_number as a number chosen from the number_list
36. Remove question_number from number_list not to choose again
37. Print a question from python_question with question_number as a index
38. Define question answer with input and print "What is your answer?" inside the input
39. If question_answer same or lower case as the geography_answer's in question_number index
40. Add 2 point to quizpoint
41. If question_answer is not same or lower case as the python_answer's in question_number index
42. Decrase 1 point from quizpoint
43. If lesson same as the "physics"
44. Define question_number as a number chosen from the number_list
45. Remove question_number from number_list not to choose again
46. Print a question from python_question with question_number as a index
47. Define question answer with input and print "What is your answer?" inside the input

48. If question_answer same or lower case as
the physics_answer's in question_number index
49. Add 2 point to quizpoint
50. If question_answer is not same or lower
case as the python_answer's in question_number
index
51. Decrase 1 point from quizpoint
52. Return quizpoint
53. Define check_point function and it needs quizpoint
variable.
54. If quzipoint is bigger than or equal to 5
55. Print "Your point" and quizpoint
56. Print "Congratulations!!\nYou passed the
exam."
57. Else if quizpoint smaler than 5
58. Print "Your point" and quizpoint
59. Print "-----"
60. Print "You were not able to pass the
exam\nYou have to make exam again."
61. Print "-----"
62. Define quizpoint with making_quiz() function
and it needs lesson , python_questions,
python_answers, geo_questions , geo_answers,
physics_questions, physics_answers variables
63. If quzipoint is bigger than or equal to 5
64. Print "Your point" and quizpoint
65. Print "Congratulations!!\nYou passed the
exam."
66. Else if quizpoint smaler than 5

67. Print "Your point" and quizpoint
68. Print "-----"
69. Print "You were not able to pass the exam\nYou have to make exam again."
70. Print "-----"
71. Define adding_question function and it needs lesson,python_questions,python_answers, geo_questions,geo_answers,physics_questions, physics_answers variables
72. If lesson is same as "computer"
73. Define add_question as a input function and write "Write a question:" inside the input
74. Define option1 as a input function and write "Option A:" inside the input
75. Define option2 as a input function and write "Option B:" inside the input
76. Define option3 as a input function and write "Option C:" inside the input
77. Define option4 as a input function and write "Option D:" inside the input
78. Define add_answer as a input and write "Write Answer:" inside the input
79. Define main_title as add_question ,"\n","A)",option1,"B)",option2,"C)",option3,"D)", option4
80. Append main_title to python_question
81. Append add_answer with upper function to python_answer
82. Else if lesson is same as "geography"

83. Define add_question as a input function and write "Write a question:" inside the input
84. Define option1 as a input function and write "Option A:" inside the input
85. Define option2 as a input function and write "Option B:" inside the input
86. Define option3 as a input function and write "Option C:" inside the input
87. Define option4 as a input function and write "Option D:" inside the input
88. Define add_answer as a input and write "Write Answer:" inside the input
89. Define main_title as add_question
,"\\n","A"),option1,"B"),option2,"C"),option3,"D"),
option4
90. Append main_title to geo_question
91. Append add_answer with upper function to
geo_answer
92. Else if lesson is same as "physics"
93. Define add_question as a input function and write "Write a question:" inside the input
94. Define option1 as a input function and write "Option A:" inside the input
95. Define option2 as a input function and write "Option B:" inside the input
96. Define option3 as a input function and write "Option C:" inside the input
97. Define option4 as a input function and write "Option D:" inside the input

98. Define add_answer as a input and write "Write Answer:" inside the input
99. Define main_title as add_question, "\n", "A)", option1, "B)", option2, "C)", option3, "D)", option4
100. Append main_title to physics_question
101. Append add_answer with upper function to physics_answer
102. Open a file for appending.It's name added.Question.txt.
103. Write main_title, "\nAnswer:" and add_answer to the file
104. Close the file
105. Print "Question added"

106. Print "--Welcome To Quiz Game--"
107. Define name as input function and write "Name and surname:" inside to input
108. Define continue_do as "yes"
109. While continue_do is in the ["yes", "Yes", "y", "ye", "Y"]
110. Print "What do you want to do?"
111. Print "For adding-> a\n For making quiz ->q"
112. Define task_choice as input function and write "Enter a choice:" inside the input
113. Print "Which lesson would you like to choose?"
114. Print "For Geography->g\nFor Computer Programming II->c\nFor Physics->p"

115. Define lesson_choice as input function and write
"Write a choice:"
116. If task_choice is in ["a","add","adding","A","Add",
"Adding","ad","aaaa","aaa","aa"]
117. Print "Warning!!!\nIf you restart the
program,the questions you added will be deleted."
118. Print "Say 'yes' ,if you want to see your
question when it asked any other action\n"
119. Print "Your question added to
added.Question.txt file"
120. lesson is equal to which_lessons(lesson_choice)
121. quizpoint equal to making_quiz(lesson,
python_questions, python_answers,
geo_questions, geo_answers, physics_questions,
physics_answers)
122. Use check_point() function and quizpoint is in
the function
123. Open a file to append.It's name is result.txt
124. Write "Name and surname:",name,
"\nLesson:",lesson,"\nQuiz point:"and
quizpoint(with str() function) to file
125. Close the file
- 126.continue_do is equal to input function and write
"Do you want to do any other action?:" inside the
input

B. Flow Chart

Flow Chard link:

<https://cacoo.com/diagrams/70K995ff2PUiW7fd/70986>

C. Accomplishment

1. I added writing quiz scores and added questions to txt file.
2. Questions can be added, but they are not permanent. When the program is restarted, the added questions are deleted.
3. I did not need to class structure.I could complete with list and functions.
4. I defined lots of function for modularity.

D. Implementation

1. I will explain how to program work
2. It asks your name and surname for saving for your score with your name
3. Then you need to write what do you want to do.For adding question write "a" or for making quiz write "q" but if user writes similar things he can keep playing
4. You makes decides about lessons.You need to write "g" for geography,"c" for computer programing,"p" for physics.That decide is like last decide you can write similar thing.
5. If you choose adding question.If you restart program added question will delete.
6. Firstly,you need to write a question.Then,you will write option one by one.
7. Finally,you will write answer.
8. That informations will be added to an existing list
9. Question will be added to txt and will be printed "Question added"
10. Else if you choose making quiz it will make a list to show a question once
11. Question will be displayed and you will write a answer.If it is correct.Your score increase 2 point or if it is not correct decrease 1 point.If you don't write a answer won't be anything.

12. End of the quiz, your score will be displayed. If you have 5 or more points you will pass or not you will make a question again. That is last choice.
13. Your point will be added to a txt.
14. Finally, program will ask you do you want to do any other action?

E. Extra

1. Added question and your scores will be added to txt file.