

Python – Programming Assignment 5

Professor:

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Directions: You will build a trivia game that read in a file of questions!

Specifications:

- Your code should read in the file AnimalTrivia.txt line by line.
 - if the line has the text #Q then save it as a question
 - if the line has the text ^ then save it as a correct answer
 - all four lines after those should be saved as the answers.
 - NOTE: You can use a dictionary or a set of three lists, your choice.
- Give a prompt that asks the user if they want to practice trivia
- If they say yes then
 - Give them a question (random or in order, your choice)
 - Show them the multiple choice answers
 - Let them input their answer
 - Check if they got it correct
 - Tell them the result and then ask if they want to try again.
- Your code should keep track of the number of correct and incorrect answers
- Once the player is done you should save the number of correct and incorrect answers to a file (adding to the end).
- Your code should be a .py file
- Your code should run without errors
- Your code should use good python style - cleaned up, commented, etc.
- Your code should be submitted on time.

ADVANCED - Go to the site: <https://github.com/uberspot/OpenTriviaQA/tree/master/categories> where you will find lots of lists of open trivia questions. Build a trivia practice game that lets the user choose from a few categories and then provides a random question from the list of questions. Any question that the user gets wrong should be saved in a file just for questions that need more practice.