

day30: flashcards program
Due Thursday 10/22/20 by midnight

Open the repl file attached to this assignment. [Here is a link](#) if you need it. And here is the code itself for your reference here:

```
questions = []
questions.append(["yes","da"])
questions.append(["no","nyet"])

for x in questions:
    print("Translate to Russian:",x[0], end=" ")
    a=input()
    if a==x[1]:
        print("Correct!")
    else:
        print("Wrong.")
```

This is the beginnings of a flashcard program. Right now it's not much of a flashcards program, as it only has two flashcards. It quizzes you to see if you know the Russian word for "yes" (it's "da") and the Russian word for no (it's "nyet"). To add other terms you add additional lines like this:

```
questions.append(["donut","ponchik"])
```

If you have twenty terms in your flashcards program, you'd have 20 of these lines total. Then the for loop goes through each item and uses the item to do a flashcard. Each append call actually appends a **two-item list** to the bigger list called questions. The English word is item 0 of the list and the Russian word is item 1 of the list. Look up at the program to see where we use x[0] (English) and x[1] (Russian). If it doesn't make sense, ask for help.

Your task:

- Modify this program to be a flashcard program that would be helpful to you in your schoolwork. For example, if you study Spanish, or another foreign language, make it a vocabulary flashcard; if you are trying to memorize your trig functions or convert from radians to degrees, make it a unit circle quiz; if you need to memorize chemistry definitions, do that, etc. If you cannot apply this to your schoolwork, then find some other flashcard-like thing to do in your program where people have to give short answers to simple questions, one at a time.
- Add code to the top of the program that prints an explanation to the user what is going on.
- Add questions so that there are at least 20 questions. Each question that you add will be an append call to the questions list as I showed you above for "donut".
- Change the prompts so it fits with whatever your program is (i.e. not Russian/English)
- Keep track of how many correct answers the user gives through the whole deck, then give the results at the end, for example "You answered 17 out of 20 correctly."
- When a user gets one wrong, tell them the correct answer, for example, have the prompt say "Wrong. The correct answer is nyet."
- Be accurate. Spell your words correctly and have the answers be correct and accurate.

See the next page for some extra credit options.

If you'd like extra credit, consider the following possible mods: 1) Make the program keep track of any cards the user gets wrong, and re-quiz them later on these before quitting (you could do this with another list); and/or 2) Give the questions in a randomized order, without repeating any but still working through all 20 questions.

Or, do you have another idea for something cool to do to this program? If you do, let me know. Thanks.