

# Text Files

Look at the following program:

```
def writeToFile():
    file = open("Countries.txt", "w")
    file.write("Italy\n")
    file.write("France\n")
    file.write("Germany\n")
    file.close()

def appendFile():
    file = open("Countries.txt", "a")
    newCountry = input("Name a country: ")
    newCountry = newCountry+"\n"
    file.write(newCountry)
    file.close()

def readFile():
    file = open("Countries.txt", "r")
    print(file.read())
    file.close()

again = True
while again == True:
    print("1) Create new list of 3 countries")
    print("2) Add a new country")
    print("3) Display list of countries")
    print("4) Quit")
    selection = input("Enter selection: ")
    if selection == "1":
        writeToFile()
    elif selection == "2":
        appendFile()
    elif selection == "3":
        readFile()
    elif selection == "4":
        again = False
    else:
        print("Invalid selection")
```

Now create a new file for each of the following programs and use subprograms whenever possible. Save them with the names provided so you can find them again in the future.

## Program 1

Ask the user to input 5 numbers which will save them in a text file called "Numbers.txt" and then display them in the Python shell. Save the program with the name **TextFileNumbers**.



## Program 2

Ask the user for their name and 3 random maths questions. Store the name, the questions and the user's answers in a text file called "MathsResults.txt" Save the program with the name **TextFileMathsQuestions**.

## Program 3

Ask the user how many people they want to invite to a party. If this is under 10 then ask them to enter the names and save these to a text file called Party.txt. If they wanted to invite more than 10 people tell them that is too many and to try again.

Once they have added the people display the list in the Python shell window. Finally ask them if they wanted to add another person and if they do allow them to add another name to the end of the list and display the complete list again. Save the program with the name **TextFileParty**.

## Program 4

Create the following program. Save the program with the name **TextFileSchoolSubject**.

