REBOOT ACADEMY

Computer Training Institute
Assignment on Python\C++\Java

Area Trainer

Program must run in this following way:

1. Student Register by choosing
   a. A username
   b. A password of appropriate length
2. Once logged in, a menu of shapes is displayed from which student can choose the shape they wish to practice. Shapes could include a triangle, circle, rectangle.
3. The dimensions of the chosen shape are displayed, along with four possible values for the area. One of the possible values is the correct answer and the other three are incorrect.
4. The student must choose one value for the area.

Through this program try to demonstrate following programming skills where appropriate:

a. Validations of the user's inputs.
b. The use of random numbers
c. File input/output to handle the storage of username and passwords and scores.
d. Considering password Strength
e. Interactive program control
f. Structured code using subroutines