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A primary school teacher wants a computer program to test the basic arithmetic skills of her students. The program should generate a quiz consisting of a series of random questions, using in each case any two numbers and addition, subtraction and multiplication. The system should ask the student's name, then ask 10 questions, output if the answer to each question is correct or not and produce a final score out of 10.

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Medium:

Create a program that will generate 3 random numbers. The 3rd random number will decide whether the operation will be +, - or *.

Use this to print a question to the screen and allow the student to answer it.

Tell the student whether they are right or wrong.

Find a way to repeat this several times.

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Easy:

Import the random module
Generate 2 random numbers
Generate 1 random number between 1 and 3
Use an if statement to decide whether to add, take away or multiply
Print the random numbers and the operation to the screen in the form of a question
Get an integer input from the user
Use an if statement to check if it is correct
Repeat this 3 times

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