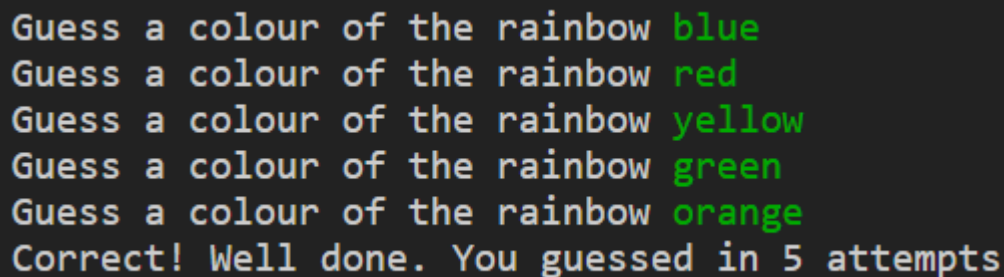


CHALLENGE 3: COLOUR GAME

SUGGESTED TIME: 15 MINUTES

A program asks the user to guess a random colour. The user keeps guessing until they guess correctly. It does not function correctly yet but when it does, it should behave as shown below:

Using the file Q01.py below:



```
Guess a colour of the rainbow blue
Guess a colour of the rainbow red
Guess a colour of the rainbow yellow
Guess a colour of the rainbow green
Guess a colour of the rainbow orange
Correct! Well done. You guessed in 5 attempts
```

Example completed program output

Amend the code to:

- import a library on original line 6 which is required by the code:
`import`
- add the colour green in to the list on original line 13 between yellow and blue:
`COLOURS = ["red", "orange", "yellow", "blue", "indigo", "violet"]`
- initialise guess variable on original line 20 to an empty string
`guess =`
- choose a random colour from the list on original line 28:
`colour = random.choice()`
- display how many attempts it took to guess the correct answer on original line 35:
`print("Correct! Well done. You guessed in " + attempts + " attempts")`

Do **not** add any additional functionality

Save your file in the COMPLETED_CODING folder as **Q01FINISHED.py**

A self marking online version of this challenge can be found here:

<https://blog.withcode.uk/2020/03/q1-python-exam-practice-questions-for-edexcel-gcse-computer-science>