def ReponseB(question: str):

    global bouton\_a, bouton\_b, P0, mauvaise\_réponse

    bouton\_a = False

    bouton\_b = False

    while not (bouton\_a) and not (bouton\_b):

        basic.show\_string(question)

    if bouton\_b and not (bouton\_a):

        music.\_play\_default\_background(music.built\_in\_playable\_melody(Melodies.ENTERTAINER),

            music.PlaybackMode.IN\_BACKGROUND)

        basic.show\_icon(IconNames.YES)

        basic.pause(1000)

        basic.clear\_screen()

        P0 = 0

    else:

        mauvaise\_réponse = mauvaise\_réponse + 1

        music.\_play\_default\_background(music.built\_in\_playable\_melody(Melodies.WAWAWAWAA),

            music.PlaybackMode.IN\_BACKGROUND)

        basic.show\_icon(IconNames.NO)

        basic.pause(1000)

        basic.clear\_screen()

        pins.digital\_write\_pin(DigitalPin.P8, 1)

        basic.pause(2000)

        pins.digital\_write\_pin(DigitalPin.P8, 0)

    basic.pause(200)

    if mauvaise\_réponse >= 10:

        basic.show\_string("perdu")

        basic.clear\_screen()

        control.reset()

def on\_button\_pressed\_a():

    global bouton\_a

    bouton\_a = True

input.on\_button\_pressed(Button.A, on\_button\_pressed\_a)

def on\_button\_pressed\_ab():

    basic.show\_string("fin")

input.on\_button\_pressed(Button.AB, on\_button\_pressed\_ab)

def ReponseA(question2: str):

    global bouton\_a, bouton\_b, P0, mauvaise\_réponse

    bouton\_a = False

    bouton\_b = False

    while not (bouton\_a) and not (bouton\_b):

        basic.show\_string(question2)

    if bouton\_a and not (bouton\_b):

        music.\_play\_default\_background(music.built\_in\_playable\_melody(Melodies.ENTERTAINER),

            music.PlaybackMode.IN\_BACKGROUND)

        basic.show\_icon(IconNames.YES)

        basic.pause(1000)

        basic.clear\_screen()

        P0 = 0

    else:

        mauvaise\_réponse = mauvaise\_réponse + 1

        music.\_play\_default\_background(music.built\_in\_playable\_melody(Melodies.WAWAWAWAA),

            music.PlaybackMode.IN\_BACKGROUND)

        basic.show\_icon(IconNames.NO)

        basic.pause(1000)

        basic.clear\_screen()

        pins.digital\_write\_pin(DigitalPin.P8, 1)

        basic.pause(2000)

        pins.digital\_write\_pin(DigitalPin.P8, 0)

    basic.pause(200)

    if mauvaise\_réponse >= 10:

        basic.show\_string("perdu")

        basic.clear\_screen()

        control.reset()

def on\_button\_pressed\_b():

    global bouton\_b

    bouton\_b = True

input.on\_button\_pressed(Button.B, on\_button\_pressed\_b)

mauvaise\_réponse = 0

P0 = 0

bouton\_b = False

bouton\_a = False

for index in range(1000):

    ReponseA("Q1")

    ReponseA("Q2")

    ReponseB("Q3")

    ReponseA("Q4")

    ReponseB("Q5")

    ReponseB("Q6")

    ReponseB("Q7")

    ReponseA("Q8")

    ReponseB("Q9")

    ReponseA("Q10")

    ReponseA("Q11")

    ReponseA("Q12")

    ReponseB("Q13")

    ReponseB("Q14")

    ReponseB("Q15")

    ReponseA("Q16")

    ReponseA("Q17")

    ReponseB("Q18")

    ReponseA("Q19")

    ReponseB("Q20")

    ReponseB("Q21")

    ReponseB("Q22")

    ReponseA("Q23")

    ReponseA("Q24")

    ReponseB("Q25")