

Forum:[Hack Forums](#)

Thread: [Could someone provide insight on how this works for TriviaCrack?](#)

Chris16 - January 10, 2015, 1:18 pm

I found this code here on [github](#), but I don't fully understand the application process of it(how the script connects to the specific account in the game.) I was wondering if someone could further explain it? I'm not looking for someone to do it for me, I want to understand it and then be able to implement it myself, I just need a starting point. Thanks.

```
Code #!/bin/python
import requests
import json
from pprint import pprint
```

```
user_id = "96218343"
session = "ap_session="
headers = {'Host': 'api.preguntados.com', 'DNT': '1', 'Eter-Session': session, 'Accept': 'application/json, text/javascript, */*; q=0.01', 'Content-Type': 'application/json; charset=utf-8', 'Accept-Language': 'en-US,en;q=0.8', 'eterngames-referer': 'true', 'Connection': 'keep-alive', 'Eter-Agent': '1|Web-FB|Chrome 39.0.2171.95|0|Mac OS X 10.10.1|0|1.1|en|en||1', 'User-Agent': 'Mozilla/5.0 (Macintosh; Intel Mac OS X 10_10_1) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/39.0.2171.95 Safari/537.36', 'Accept-Encoding': 'gzip, deflate, sdch', 'Origin': 'https', 'Referer': 'https'}
```

```
def get_games():
    p = dict(headers)
    response = requests.get("https://api.preguntados.com/api/users/%s/dashboard" % user_id,
headers=p)
    result = json.loads(response.text)
    l = result['list']
    games = []
    for entry in l:
        game = {}
        game['status'] = entry['sub_status']
        if 'won' in game['status'].lower():
            continue
        game['your_turn'] = entry['my_turn']
        game['expiration_date'] = entry['expiration_date']
        opponent = entry['opponent']
        game['username'] = opponent['username']
        game['name'] = opponent['facebook_name']
        game['game_id'] = entry['id']
        game['user_id'] = opponent['id']
        games.append(game)
    return games
```

```
def show_games():
    games = get_games()
    for game in games:
```

```

pprint(game)
print()

def play_game(game):
    url = "https://api.preguntados.com/api/users/%s/games/%s" % (user_id,game['game_id'])
    h = dict(headers)
    response = requests.get(url,headers=h)
    d = json.loads(response.text)
    question = d['spins_data']['spins'][0]['questions'][0]['question']
    url = "https://api.preguntados.com/api/users/%s/games/%s/answers" %
(user_id,game['game_id'])

    p={"answers":[{"id":question['id'], "category":question['category'], "answer":question['correct_answer
']}, {"type":d['spins_data']['spins'][0]['type']}
    response = requests.post(url,headers=h,data=json.dumps(p))
    d = json.loads(response.text)
    oldQuestion = question
    if 'spins_data' in d:
        question = d['spins_data']['spins'][0]['questions'][0]['question']
    else:
        question = {0:"Last question answered. Congrats!"}
    pprint(oldQuestion)
    print("-----")
    pprint(question)
    #print("Question %s answered" % "correctly" if len(set(question.items())&oldQuestion.items()))!=0
else "incorrectly")

while True:
    games = get_games()
    turn = [x for x in games if x['your_turn']]
    i = 1
    print("Available Games: ")
    for game in turn:
        print("(" + str(i) + ") " + str(game['username']))
        i+=1

    i = int(input("Select a game to win: ")) - 1
    g = turn[i]
    play_game(g)

```

deiski - January 10, 2015, 3:04 pm

It should explain it here, it's merely just web requests.

<https://docs.python.org/2/howto/urllib2.html>

Chris16 - January 10, 2015, 4:05 pm

(Jan 10, 2015 04:04 PM)+Cyan Wrote: [CITE](#) It should explain it here, it's merely just web requests.

<https://docs.python.org/2/howto/urllib2.html>

I understand that it requests the info from the website, I'm confused on how it connects to a certain account and how it reads the games that are going on for that account. Like shouldn't there be some basic security that prevents it from happening?

