```cpp
#pragma once
#include "endGame.h"
namespace SessionFinal {

        using namespace System;
        using namespace System::ComponentModel;
        using namespace System::Collections;
        using namespace System::Windows::Forms;
        using namespace System::Data;
        using namespace System::Drawing;
        using namespace System::Speech;
        using namespace System::Speech::Synthesis;
        /// <summary>
        /// Summary for Question4
        /// </summary>
        public ref class Question4 : public System::Windows::Forms::Form
        {
        public:
                Question4(void)
                {
                        InitializeComponent();
                        //
                        //TODO: Add the constructor code here
                        //
                }

        protected:
                /// <summary>
                /// Clean up any resources being used.
                /// </summary>
                ~Question4()
                {
                        if (components)
                        {
                                delete components;
                        }
                }
        private: System::Windows::Forms::Label^  label1;
        protected:
        private: System::Windows::Forms::Label^  label2;
        private: System::Windows::Forms::RadioButton^  radioButton1;
        private: System::Windows::Forms::RadioButton^  radioButton2;
        private: System::Windows::Forms::Button^  button1;
        private: System::Windows::Forms::Button^  button2;


        private: System::Windows::Forms::PictureBox^  pictureBox2;
        private: System::Windows::Forms::Label^  incorrect;
        private: System::Windows::Forms::Label^  answer;

        private:
                /// <summary>
                /// Required designer variable.
                /// </summary>
                System::ComponentModel::Container ^components;

#pragma region Windows Form Designer generated code
                /// <summary>
                /// Required method for Designer support - do not modify
                /// the contents of this method with the code editor.
                /// </summary>
                void InitializeComponent(void)
                {
                        System::ComponentModel::ComponentResourceManager^  resources = (gcnew
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System::ComponentModel::ComponentResourceManager(Question4::typeid));
                        this->label1 = (gcnew System::Windows::Forms::Label());
                        this->label2 = (gcnew System::Windows::Forms::Label());
                        this->radioButton1 = (gcnew System::Windows::Forms::RadioButton());
                        this->radioButton2 = (gcnew System::Windows::Forms::RadioButton());
                        this->button1 = (gcnew System::Windows::Forms::Button());
                        this->button2 = (gcnew System::Windows::Forms::Button());
                        this->pictureBox2 = (gcnew System::Windows::Forms::PictureBox());
                        this->incorrect = (gcnew System::Windows::Forms::Label());
                        this->answer = (gcnew System::Windows::Forms::Label());
                        (cli::safe_cast<System::ComponentModel::ISupportInitialize^  >(this-
>pictureBox2))->BeginInit();
                        this->SuspendLayout();
                        //
                        // label1
                        //
                        this->label1->AutoSize = true;
                        this->label1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif",
12, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
                                static_cast<System::Byte>(0)));
                        this->label1->Location = System::Drawing::Point(982, 174);
                        this->label1->Name = L"label1";
                        this->label1->Size = System::Drawing::Size(714, 29);
                        this->label1->TabIndex = 0;
                        this->label1->Text = L"Our national bird is peacock. This sentence is correct
or not.";
                        //
                        // label2
                        //
                        this->label2->AutoSize = true;
                        this->label2->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif",
12, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
                                static_cast<System::Byte>(0)));
                        this->label2->Location = System::Drawing::Point(982, 203);
                        this->label2->Name = L"label2";
                        this->label2->Size = System::Drawing::Size(292, 29);
                        this->label2->TabIndex = 1;
                        this->label2->Text = L"Please speak yes or no.";
                        //
                        // radioButton1
                        //
                        this->radioButton1->AutoCheck = false;
                        this->radioButton1->AutoSize = true;
                        this->radioButton1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans
Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
                                static_cast<System::Byte>(0)));
                        this->radioButton1->Location = System::Drawing::Point(987, 304);
                        this->radioButton1->Name = L"radioButton1";
                        this->radioButton1->Size = System::Drawing::Size(80, 33);
                        this->radioButton1->TabIndex = 2;
                        this->radioButton1->TabStop = true;
                        this->radioButton1->Text = L"Yes";
                        this->radioButton1->UseVisualStyleBackColor = true;
                        //
                        // radioButton2
                        //
                        this->radioButton2->AutoSize = true;
                        this->radioButton2->Font = (gcnew System::Drawing::Font(L"Microsoft Sans
Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
                                static_cast<System::Byte>(0)));
                        this->radioButton2->Location = System::Drawing::Point(976, 396);
                        this->radioButton2->Name = L"radioButton2";
                        this->radioButton2->Size = System::Drawing::Size(70, 33);
                        this->radioButton2->TabIndex = 3;
                        this->radioButton2->TabStop = true;
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                          this->radioButton2->Text = L"No";
                          this->radioButton2->UseVisualStyleBackColor = true;
                          //
                          // button1
                          //
                          this->button1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif",
12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
                                    static_cast<System::Byte>(0)));
                          this->button1->Location = System::Drawing::Point(1603, 575);
                          this->button1->Name = L"button1";
                          this->button1->Size = System::Drawing::Size(114, 45);
                          this->button1->TabIndex = 4;
                          this->button1->Text = L"Next";
                          this->button1->UseVisualStyleBackColor = true;
                          this->button1->Visible = false;
                          this->button1->Click += gcnew System::EventHandler(this,
&Question4::button1_Click);
                          //
                          // button2
                          //
                          this->button2->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif",
12, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
                                    static_cast<System::Byte>(0)));
                          this->button2->Location = System::Drawing::Point(1251, 575);
                          this->button2->Name = L"button2";
                          this->button2->Size = System::Drawing::Size(209, 45);
                          this->button2->TabIndex = 5;
                          this->button2->Text = L"Record Answer";
                          this->button2->UseVisualStyleBackColor = true;
                          this->button2->Visible = false;
                          this->button2->Click += gcnew System::EventHandler(this,
&Question4::button2_Click);
                          //
                          // pictureBox2
                          //
                          this->pictureBox2->BackColor = System::Drawing::Color::PaleTurquoise;
                          this->pictureBox2->BackgroundImage = (cli::safe_cast<System::Drawing::Image^
>(resources->GetObject(L"pictureBox2.BackgroundImage")));
                          this->pictureBox2->BackgroundImageLayout =
System::Windows::Forms::ImageLayout::Stretch;
                          this->pictureBox2->Location = System::Drawing::Point(1761, 12);
                          this->pictureBox2->Name = L"pictureBox2";
                          this->pictureBox2->Size = System::Drawing::Size(134, 113);
                          this->pictureBox2->TabIndex = 8;
                          this->pictureBox2->TabStop = false;
                          //
                          // incorrect
                          //
                          this->incorrect->AutoSize = true;
                          this->incorrect->Font = (gcnew System::Drawing::Font(L"Monotype Corsiva", 16,
static_cast<System::Drawing::FontStyle>((System::Drawing::FontStyle::Bold |
System::Drawing::FontStyle::Italic)),
                                    System::Drawing::GraphicsUnit::Point, static_cast<System::Byte>(0)));
                          this->incorrect->ForeColor =
System::Drawing::SystemColors::InactiveCaptionText;
                          this->incorrect->Location = System::Drawing::Point(1068, 707);
                          this->incorrect->Name = L"incorrect";
                          this->incorrect->Size = System::Drawing::Size(316, 39);
                          this->incorrect->TabIndex = 12;
                          this->incorrect->Text = L"Your answer is incorrect";
                          this->incorrect->Visible = false;
                          //
                          // answer
                          //
                          this->answer->AutoSize = true;
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                    this->answer->Font = (gcnew System::Drawing::Font(L"Monotype Corsiva", 16,
     static_cast<System::Drawing::FontStyle>((System::Drawing::FontStyle::Bold |
     System::Drawing::FontStyle::Italic)),
                                System::Drawing::GraphicsUnit::Point, static_cast<System::Byte>(0)));
                    this->answer->ForeColor = System::Drawing::SystemColors::InactiveCaptionText;
                    this->answer->Location = System::Drawing::Point(1068, 658);
                    this->answer->Name = L"answer";
                    this->answer->Size = System::Drawing::Size(291, 39);
                    this->answer->TabIndex = 11;
                    this->answer->Text = L"Your answer is correct";
                    this->answer->Visible = false;
                    //
                    // Question4
                    //
                    this->AutoScaleDimensions = System::Drawing::SizeF(9, 20);
                    this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;
                    this->BackgroundImage = (cli::safe_cast<System::Drawing::Image^  >(resources-
     >GetObject(L"$this.BackgroundImage")));
                    this->BackgroundImageLayout = System::Windows::Forms::ImageLayout::Stretch;
                    this->ClientSize = System::Drawing::Size(1898, 1024);
                    this->Controls->Add(this->incorrect);
                    this->Controls->Add(this->answer);
                    this->Controls->Add(this->pictureBox2);
                    this->Controls->Add(this->button2);
                    this->Controls->Add(this->button1);
                    this->Controls->Add(this->radioButton2);
                    this->Controls->Add(this->radioButton1);
                    this->Controls->Add(this->label2);
                    this->Controls->Add(this->label1);
                    this->Name = L"Question4";
                    this->StartPosition =
     System::Windows::Forms::FormStartPosition::CenterScreen;
                    this->Text = L"Question4";
                    this->WindowState = System::Windows::Forms::FormWindowState::Maximized;
                    this->Shown += gcnew System::EventHandler(this, &Question4::Question4_Shown);
                    (cli::safe_cast<System::ComponentModel::ISupportInitialize^  >(this-
     >pictureBox2))->EndInit();
                    this->ResumeLayout(false);
                    this->PerformLayout();

                }
     #pragma endregion
             private: System::Void button1_Click(System::Object^  sender, System::EventArgs^  e) {
                            Form^ currentForm = Form::ActiveForm; //this is the change, code for
     redirect
                            currentForm->Visible = false;
                            Form^ form1 = gcnew endGame(); //this is the change, code for
     redirect
                            form1->ShowDialog();
                        }
     private: System::Void button2_Click(System::Object^  sender, System::EventArgs^  e) {
                    int option = record1(4);
                    incorrect->Visible = false;
                    answer->Visible = false;
                    button2->Visible = false;
                    button1->Visible = true;
                //button2->Text = ""+option;
                    SpeechSynthesizer synth;// = gcnew SpeechSynthesizer();
                    // Configure the audio output.
                    synth.SetOutputToDefaultAudioDevice();

                    if(option == 11){
                            answer->Visible = true;
                            synth.Speak(answer->Text);
                            score++;
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                            }
                            else{
                                    incorrect->Visible = true;
                                    synth.Speak(incorrect->Text);
                            }

                            //testing with 4 models (options in the question)
                                    //Label which will show correct answer , your option is correct or
    incorrect
                    }
    private: System::Void Question4_Shown(System::Object^  sender, System::EventArgs^  e) {
                                    SpeechSynthesizer synth;// = gcnew SpeechSynthesizer();
                                    // Configure the audio output.
                                    synth.SetOutputToDefaultAudioDevice();
                                    // Speak a string synchronously.
                                    synth.Speak(label1->Text);
                                    synth.Speak(label2->Text);
                                    //synth.Speak(radioButton1->Text);
                                    //synth.Speak(radioButton2->Text);
                                    button2->Visible = true;
                                    synth.Speak("Please click on record button to speak the answer");


                    }
    };
    }
```