

```

#pragma once

#include "Question2.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 Question1
    /// </summary>
    public ref class Question1 : public System::Windows::Forms::Form
    {
    public:
        Question1(void)
        {
            InitializeComponent();
            //
            //TODO: Add the constructor code here
            //
        }

    protected:
        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        ~Question1()
        {
            if (components)
            {
                delete components;
            }
        }
    private: System::Windows::Forms::Label^ label1;
    private: System::Windows::Forms::RadioButton^ two;
    private: System::Windows::Forms::RadioButton^ radioButton1;
    private: System::Windows::Forms::RadioButton^ radioButton2;
    private: System::Windows::Forms::RadioButton^ radioButton3;
    private: System::Windows::Forms::Button^ button1;
    private: System::Windows::Forms::Button^ button2;
    private: System::Windows::Forms::Label^ answer;
    private: System::Windows::Forms::PictureBox^ pictureBox2;
    private: System::Windows::Forms::Label^ incorrect;

    protected:

    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
System::ComponentModel::ComponentResourceManager(Question1::typeid));
    this->label1 = (gcnew System::Windows::Forms::Label());
    this->two = (gcnew System::Windows::Forms::RadioButton());
    this->radioButton1 = (gcnew System::Windows::Forms::RadioButton());
    this->radioButton2 = (gcnew System::Windows::Forms::RadioButton());
    this->radioButton3 = (gcnew System::Windows::Forms::RadioButton());
    this->button1 = (gcnew System::Windows::Forms::Button());
    this->button2 = (gcnew System::Windows::Forms::Button());
    this->answer = (gcnew System::Windows::Forms::Label());
    this->pictureBox2 = (gcnew System::Windows::Forms::PictureBox());
    this->incorrect = (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(974, 120);
    this->label1->Name = L"label1";
    this->label1->Size = System::Drawing::Size(461, 29);
    this->label1->TabIndex = 0;
    this->label1->Text = L"Which of the following is even number:";
    //
    // two
    //
    this->two->AutoCheck = false;
    this->two->AutoSize = true;
    this->two->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 12,
System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
        static_cast<System::Byte>(0)));
    this->two->Location = System::Drawing::Point(979, 189);
    this->two->Name = L"two";
    this->two->Size = System::Drawing::Size(86, 33);
    this->two->TabIndex = 1;
    this->two->TabStop = true;
    this->two->Text = L"Two";
    this->two->UseVisualStyleBackColor = true;
    //
    // radioButton1
    //
    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(979, 483);
    this->radioButton1->Name = L"radioButton1";
    this->radioButton1->Size = System::Drawing::Size(89, 33);
    this->radioButton1->TabIndex = 2;
    this->radioButton1->TabStop = true;
    this->radioButton1->Text = L"Nine";
    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(979, 376);
        this->radioButton2->Name = L"radioButton2";
        this->radioButton2->Size = System::Drawing::Size(106, 33);
        this->radioButton2->TabIndex = 3;
        this->radioButton2->TabStop = true;
        this->radioButton2->Text = L"Seven";
        this->radioButton2->UseVisualStyleBackColor = true;
        //
        // radioButton3
        //
        this->radioButton3->AutoSize = true;
        this->radioButton3->Font = (gcnew System::Drawing::Font(L"Microsoft Sans
Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
        static_cast<System::Byte>(0)));
        this->radioButton3->Location = System::Drawing::Point(979, 284);
        this->radioButton3->Name = L"radioButton3";
        this->radioButton3->Size = System::Drawing::Size(84, 33);
        this->radioButton3->TabIndex = 4;
        this->radioButton3->TabStop = true;
        this->radioButton3->Text = L"Five";
        this->radioButton3->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(1656, 624);
        this->button1->Name = L"button1";
        this->button1->Size = System::Drawing::Size(114, 45);
        this->button1->TabIndex = 5;
        this->button1->Text = L"Next";
        this->button1->UseVisualStyleBackColor = true;
        this->button1->Visible = false;
        this->button1->Click += gcnew System::EventHandler(this,
&Question1::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(1268, 624);
        this->button2->Name = L"button2";
        this->button2->Size = System::Drawing::Size(209, 45);
        this->button2->TabIndex = 6;
        this->button2->Text = L"Record Answer";
        this->button2->UseVisualStyleBackColor = true;
        this->button2->Visible = false;
        this->button2->Click += gcnew System::EventHandler(this,
&Question1::button2_Click);
        //
        // answer
        //
        this->answer->AutoSize = true;
        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(1077, 703);
        this->answer->Name = L"answer";

```

```

this->answer->Size = System::Drawing::Size(291, 39);
this->answer->TabIndex = 7;
this->answer->Text = L"Your answer is correct";
this->answer->Visible = false;
//
// 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(1752, 12);
this->pictureBox2->Name = L"pictureBox2";
this->pictureBox2->Size = System::Drawing::Size(134, 113);
this->pictureBox2->TabIndex = 9;
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(1077, 752);
this->incorrect->Name = L"incorrect";
this->incorrect->Size = System::Drawing::Size(316, 39);
this->incorrect->TabIndex = 10;
this->incorrect->Text = L"Your answer is incorrect";
this->incorrect->Visible = false;
//
// Question1
//
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->pictureBox2);
this->Controls->Add(this->answer);
this->Controls->Add(this->button2);
this->Controls->Add(this->button1);
this->Controls->Add(this->radioButton3);
this->Controls->Add(this->radioButton2);
this->Controls->Add(this->radioButton1);
this->Controls->Add(this->two);
this->Controls->Add(this->label1);
this->Name = L"Question1";
this->StartPosition =
System::Windows::Forms::FormStartPosition::CenterScreen;
this->Text = L"Question1";
this->WindowState = System::Windows::Forms::FormWindowState::Maximized;
this->Activated += gcnew System::EventHandler(this,
&Question1::Question1_Activated);
this->Shown += gcnew System::EventHandler(this, &Question1::Question1_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 Question2(); //this is the change, code for
redirect
    form1->ShowDialog();

}

private: System::Void Question1_Activated(System::Object^ sender, System::EventArgs^ e) {
}
private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e) {
    int option = record1(1);
    incorrect->Visible = false;
    answer->Visible = false;
    button2->Visible = false;
    button1->Visible = true;
    SpeechSynthesizer synth; // = gcnew SpeechSynthesizer();
    // Configure the audio output.
    synth.SetOutputToDefaultAudioDevice();
    //button2->Text = ""+option;
    if(option == 2){
        answer->Visible = true;
        synth.Speak(answer->Text);
        score++;
    }
    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 Question1_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(two->Text);
    synth.Speak(radioButton3->Text);
    synth.Speak(radioButton2->Text);
    synth.Speak(radioButton1->Text);

    button2->Visible = true;
    synth.Speak("Please click on record button to speak the answer");
}
};
}

```