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#pragma once
#include "Question3.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 Question2
    /// </summary>
    public ref class Question2 : public System::Windows::Forms::Form
    {
    public:
        Question2(void)
        {
            InitializeComponent();
            //
            //TODO: Add the constructor code here
            //
        }

    protected:
        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        ~Question2()
        {
            if (components)
            {
                delete components;
            }
        }

    private: System::Windows::Forms::Label^ label1;
    private: System::Windows::Forms::RadioButton^ radioButton1;
    private: System::Windows::Forms::RadioButton^ radioButton2;
    private: System::Windows::Forms::RadioButton^ radioButton3;
    private: System::Windows::Forms::RadioButton^ radioButton4;
    private: System::Windows::Forms::Button^ button1;
    private: System::Windows::Forms::Button^ button2;

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

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{
    System::ComponentModel::ComponentResourceManager^ resources = (gcnew
System::ComponentModel::ComponentResourceManager(Question2::typeid));
    this->label1 = (gcnew System::Windows::Forms::Label());
    this->radioButton1 = (gcnew System::Windows::Forms::RadioButton());
    this->radioButton2 = (gcnew System::Windows::Forms::RadioButton());
    this->radioButton3 = (gcnew System::Windows::Forms::RadioButton());
    this->radioButton4 = (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->answer = (gcnew System::Windows::Forms::Label());
    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(1060, 236);
    this->label1->Name = L"label1";
    this->label1->Size = System::Drawing::Size(493, 29);
    this->label1->TabIndex = 0;
    this->label1->Text = L"Which of the following is a prime number:";
    //
    // 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(1065, 313);
    this->radioButton1->Name = L"radioButton1";
    this->radioButton1->Size = System::Drawing::Size(93, 33);
    this->radioButton1->TabIndex = 1;
    this->radioButton1->TabStop = true;
    this->radioButton1->Text = L"Eight";
    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(1065, 547);
    this->radioButton2->Name = L"radioButton2";
    this->radioButton2->Size = System::Drawing::Size(88, 33);
    this->radioButton2->TabIndex = 2;
    this->radioButton2->TabStop = true;
    this->radioButton2->Text = L"Zero";
    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(1065, 467);

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this->radioButton3->Name = L"radioButton3";
this->radioButton3->Size = System::Drawing::Size(106, 33);
this->radioButton3->TabIndex = 3;
this->radioButton3->TabStop = true;
this->radioButton3->Text = L"Seven";
this->radioButton3->UseVisualStyleBackColor = true;
//
// radioButton4
//
this->radioButton4->AutoSize = true;
this->radioButton4->Font = (gcnew System::Drawing::Font(L"Microsoft Sans
Serif", 12, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,
    static_cast<System::Byte>(0)));
this->radioButton4->Location = System::Drawing::Point(1065, 393);
this->radioButton4->Name = L"radioButton4";
this->radioButton4->Size = System::Drawing::Size(88, 33);
this->radioButton4->TabIndex = 4;
this->radioButton4->TabStop = true;
this->radioButton4->Text = L"Four";
this->radioButton4->UseVisualStyleBackColor = true;
//
// button1
//
this->button1->AutoSize = true;
this->button1->AutoSizeMode =
System::Windows::Forms::AutoSizeMode::GrowAndShrink;
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(1632, 634);
this->button1->Name = L"button1";
this->button1->Size = System::Drawing::Size(72, 39);
this->button1->TabIndex = 5;
this->button1->Text = L"Next";
this->button1->UseVisualStyleBackColor = true;
this->button1->Visible = false;
this->button1->Click += gcnew System::EventHandler(this,
&Question2::button1_Click);
//
// button2
//
this->button2->AutoSize = true;
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(1256, 634);
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,
&Question2::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(1753, 2);
this->pictureBox2->Name = L"pictureBox2";
this->pictureBox2->Size = System::Drawing::Size(134, 113);

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        this->pictureBox2->TabIndex = 9;
        this->pictureBox2->TabStop = false;
        //
        // 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(1058, 739);
        this->answer->Name = L"answer";
        this->answer->Size = System::Drawing::Size(291, 39);
        this->answer->TabIndex = 10;
        this->answer->Text = L"Your answer is correct";
        this->answer->Visible = 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(1058, 806);
        this->incorrect->Name = L"incorrect";
        this->incorrect->Size = System::Drawing::Size(316, 39);
        this->incorrect->TabIndex = 11;
        this->incorrect->Text = L"Your answer is incorrect";
        this->incorrect->Visible = false;
        //
        // Question2
        //
        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->radioButton4);
        this->Controls->Add(this->radioButton3);
        this->Controls->Add(this->radioButton2);
        this->Controls->Add(this->radioButton1);
        this->Controls->Add(this->label1);
        this->Name = L"Question2";
        this->StartPosition =
System::Windows::Forms::FormStartPosition::CenterScreen;
        this->Text = L"Question2";
        this->WindowState = System::Windows::Forms::FormWindowState::Maximized;
        this->Shown += gcnew System::EventHandler(this, &Question2::Question2_Shown);
        (cli::safe_cast<System::ComponentModel::ISupportInitialize^ >(this-
>pictureBox2))->EndInit();
        this->ResumeLayout(false);
        this->PerformLayout();

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    }

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#pragma endregion

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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 Question3(); //this is the change, code for
redirect
    form1->ShowDialog();
}
private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e) {
    int option = record1(2);
    // button2->Text = ""+option;
    incorrect->Visible = false;
    answer->Visible = false;
    button2->Visible = false;
    button1->Visible = true;
    SpeechSynthesizer synth; // = gcnew SpeechSynthesizer();
    // Configure the audio output.
    synth.SetOutputToDefaultAudioDevice();

    if(option == 7){
        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 Question2_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(radioButton1->Text);
    synth.Speak(radioButton4->Text);
    synth.Speak(radioButton3->Text);
    synth.Speak(radioButton2->Text);
    button2->Visible = true;
    synth.Speak("Please click on record button to speak the answer");
}
};
}

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