## LesSelectActivity

+ lessonRoll: ListView

+ start: Button

+ back: Button

+ lessDescription: TextView

+ lesson: int

+ onCreate(Bundle);

## MainActivity

+ lessons: Button

+ games: Button

+ quit: Button

+ info: Button

+ onCreate(Bundle);

## GameSelectActivity

+ back: Button

+ start: Button

+ quiz: Button

+ gameDescription: TextView

+ music: Button

+ onCreate(Bundle);

## LessonActivity1

+ back: Button

+ next: Button

+ lineNum: int

+ onCreate(Bundle);

## LessonActivity5

+ back: Button

+ next: Button

+ lineNum: int

+ onCreate(Bundle);

## MusicActivity

+ back: Button

+ clear:Button

+ play: Button

+ soundpool: SoundPool

+ musicHelp: TextView

+ dragA,B,C,D,E,F,G: Button

+ drag1,2,3,4: Button

+groupDelay2,3,4: int

+ a,b,c,d,e,f,g: int

+ onCreate(Bundle);

+ playSound(View);

+ onDestroy();

+ playList();

## QuizActivity

+ back: Button

+questions: Questions

+ score: int

+ questionNum: int

+ answer: String

+ scorebox: TextView

+ question: TextView

+ choiceA: Button

+ choiceB: Button

+ choiceC: Button

+ choiceD: Button

+ onCreate(Bundle);

+ updateQuestion();

+ scoreUpdate();

## LessonActivity2

+ back: Button

+ next: Button

+ lineNum: int

+ onCreate(Bundle);

## LessonActivity4

+ back: Button

+ next: Button

+ lineNum: int

+ onCreate(Bundle);

## Questions

+ Questions: String []

+ Answers: String []

+ Solutions: String[]

+ getQuestion(int);

+ getChoiceA(int);

+ getChoiceB(int);

+ getChoiceC(int);

+ getChoiceD(int);

+ getCorrectAnswer(int);

## LessonActivity3

+ back: Button

+ next: Button

+ lineNum: int

+ onCreate(Bundle);

Note:
Only essential variables are listed due to limited space. Various XML files are also an integral part of this programming process as they create the formal UI design of the application.