Quizelement

string question( )
Answer[ ] answer
Quizelement( )

showQuestion( )

Program

static int choice
int current Question
List<Quizelement>questionpool

Main( )
GenerateDefaultQuestions( )
AddQuestionsToPool( )
PlayTheGame( )
bool GetUserInteraction( )

Answer

string Answer
bool correct
Answer( )

bool IsCorrect( )