

# SuperHero Times Tables Task 3 User Manual

## Introduction

SuperHero Times Tables Task 3 is a Java Swing application designed to provide an enhanced interactive experience for children learning multiplication tables. This application version includes a timer feature that measures the duration of each round, adding a fun and challenging element to the learning process. Users can select a multiplicand from a dropdown menu, respond to randomly generated multiplication questions, and receive feedback on their performance, all within a superhero-themed interface.

## How to Run the Program

### 1. Ensure Java Development Kit (JDK) is Installed:

- Ensure that your system has the Java Development Kit installed, as it is necessary to compile and run Java applications.

### 2. Open a Command Prompt or Terminal:

- Open your command line interface, such as Command Prompt on Windows or Terminal on macOS or Linux.

### 3. Compile the Java File:

- Compile your Java file from the directory that contains the `ExtraCredit` folder. Navigate to this directory in your command line tool, then run the compilation command:

```
bash
javac ExtraCredit\SuperHeroTTTask3.java
```

This command will compile your Java file and generate the corresponding `.class` files inside the `ExtraCredit` folder.

### 4. Run the Compiled Program:

- Execute the compiled class from the same directory. Because your class is part of a package, you need to include the full package path in the command.

```
bash
java ExtraCredit.SuperHeroTTTask3
```

## Using the SuperHero Times Tables Task 3 Application

### 1. Application Components:

- **Number Selector:** A dropdown menu that allows the selection of a multiplicand from 1 to 12.
- **Product Label:** Displays the current multiplication question.
- **Answer Field:** Users enter their answers here.
- **Control Button:** Starts the quiz and moves to the next question.
- **Time Label:** Displays the elapsed time for the current round.
- **Rating Label:** Shows the cumulative score after each round.
- **Superhero Image Label:** Provides a superhero-themed visual to engage children.

## 2. Operation Guide:

- **Select a Multiplicand:** Choose a number from the dropdown menu to set the base for multiplication questions.
- **Start the Quiz:** Click the "Start" button to begin. The timer will start counting.
- **Enter Your Answer:** After each question, type your answer in the answer field and press "Next" or "Enter" to submit.
- **View Immediate Feedback:** The application provides instant feedback after each submission and updates the time taken.
- **End of Round:** Once five questions are answered, the round ends. The application displays the number of correct answers and the total time taken.

## 3. Exiting the Application:

- To exit SuperHero Times Tables Task 3, close the application window or terminate the program from the command line.

## Additional Notes

- This manual is intended to facilitate easy setup and use of the application, providing a structured way for children to improve their multiplication skills while enjoying a visually appealing interface.

This user manual ensures users can effectively navigate and utilize the SuperHero Times Tables Task 3 application, making learning multiplication both fun and time-efficient.