

```
1  using namespace std;
2
3  class progress {
4  private:
5      bool active;           // Whether this class is active
6      int numTrue;           // Number of true answers
7      int numFalse;          // Number of false answers
8      string studentName;    // Student's name
9  public:
10     progress();
11     void answerTrue();
12     void answerFalse();
13     void resetStats();
14     int getNumTrue();
15     int getNumFalse();
16     string getStudentName();
17     void setStudentName(string);
18     bool getActive();
19     void activate();
20 };
21
22 progress::progress() {
23     // Constructor: Sets the variables
24     // Requirements: N/A
25     numTrue = 0;
26     numFalse = 0;
27     studentName = "";
28     active = false;
29 }
30 void progress::answerTrue() {
31     // Increments the internal true counter
32     // Requirements: 210
33     numTrue++;
34 }
35
36 void progress::answerFalse() {
37     // Increments the internal false counter
38     // Requirements: 190, 210
39     numFalse++;
40 }
41
42 void progress::resetStats(){
43     // Reset the stats for the new user
44     // Requirements: 250, 330
45     numTrue = 0;
46     numFalse = 0;
47     studentName = "";
48 }
49
50
51 int progress::getNumTrue(){
52     // Returns the number of answers that the user has
53     // answered right
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54     // Requirements: 220, 340
55     return numTrue;
56 }
57 int progress::getNumFalse() {
58     // Returns the number of answers that the user has
59     // answered wrong
60     // Requirements: 220, 340
61     return numFalse;
62 }
63
64 string progress::getStudentName() {
65     // Returns the student's name
66     // Requirements: N/A
67     return studentName;
68 }
69
70 void progress::setStudentName(string tempName) {
71     // Sets the student's name
72     // Requirements: N/A
73     studentName = tempName;
74 }
75
76 bool progress::getActive() {
77     // Returns whether the class is active
78     // Requirements: N/A
79     return active;
80 }
81
82 void progress::activate() {
83     // Activates this class, should be called after values are set
84     // Requirements: N/A
85     active = true;
86 }
```