

Programming Coursework Report

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Part I

Quiz Game

Chapter 1

Testing Plan

Environment	Action	Expected Result	Actual Result	Proof
Program Closed	Run Program	Main Menu form opens	Main Menu form opened	see screenshot 2.1
Main Menu	Click 'Quit' Button	Program closes	Program closed	see screenshot 2.2
Main Menu	Click 'Easy' Button	Asks first easy question	Asked first easy question	see screenshot 2.3
Quiz	Click radio button	Radio button selected	Radio button selected	see screenshot 2.4
Quiz	Click Answer while radio button selected	Ask next question	Asked next question	see screenshot 2.5
Quiz	Click Answer while radio button not selected	Ask next question	Asked next question	see screenshot 2.6
Quiz	Click Skip	Ask Next Question	Asked next question	see screenshot 2.7

Chapter 2

Testing Screenshots

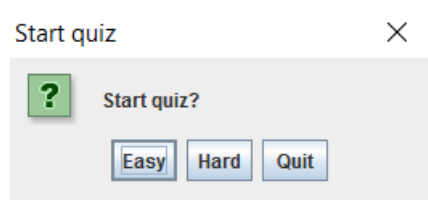


Figure 2.1: Screenshot 01

```
Process finished with exit code 0
```

Figure 2.2: Screenshot 02

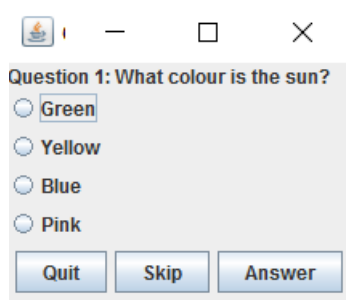


Figure 2.3: Screenshot 03

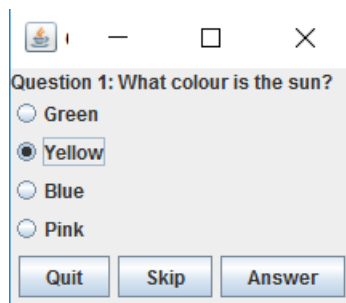


Figure 2.4: Screenshot 04

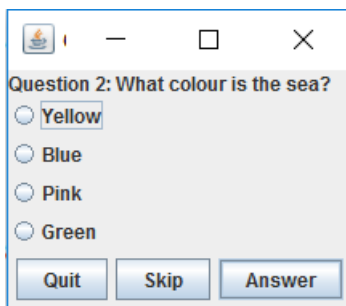


Figure 2.5: Screenshot 05

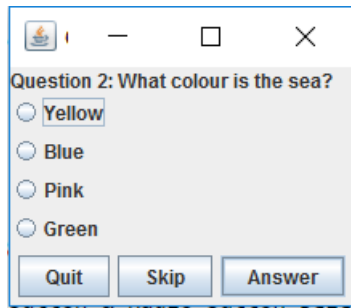


Figure 2.6: Screenshot 06

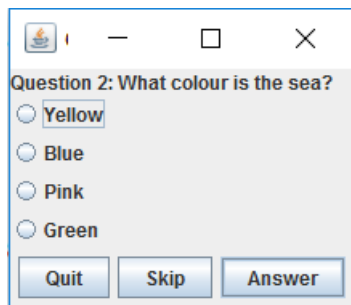


Figure 2.7: Screenshot 07

Chapter 3

Critical Analysis

3.1 Strengths

- blah

3.2 Weaknesses

- blah

3.3 Suggested Enhancements

Chapter 4

Source Code

Appendix I: Banking Program

4.1 Source Code

4.2 Output