**System Requirements**

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The user is represented with a first GUI Frame where there is a Jmenu to the top of the GUI. There is option for the user to either play or exit the quiz. The exit button closes the application. If the user clicks on the play button the user is displayed with another GUI which begins the quiz.

In the JMenu there is items file and help. In File the user can click on a few options – Play, Topscore, and Quit. If the user clicks on play it begin the quiz. Topscore will show the top scores while Quit close the system. In help there is an item about which pops u a JOptionPane showMesage describe the user what the quiz is about.

On the second GUI form is the quiz. On it displays a double array. That double array produces a label for the first array which displays the questions label. The second array displays the multi choice answers. These answers are displayed using radio buttons. The user can click the preferred option. When the user clicks on the next button the next question will appear on the screen with the number label incremented by 1. One the user gets to question 10 the next button will change value to ‘finish’. Once the user clicks on the button (twice) a JOptionPane Message will appear with the users correct amount of answers. Once the user clicks ok it saves their result and close the application.

I got QuestionsFrame from

http://java.worldbestlearningcenter.com/2013/04/quiz-program.html