

Criterion C: Development

List of Techniques

1. Object-oriented paradigm
2. Inheritance
3. Conditional Statements

1. The idea of Object-oriented programming (OOP) organized around the creation of objects rather than the so-called “actions”. It’s like focusing more on the data than on how to get the data. Illustrated with the use of for example Array List in my program.
2. Inheritance is where an object or a class links to another object or class, this happens by using the same implementation. Inheriting from a class or an object. This is shown in my code when I extend the QuizPane to Jpanel.
3. Conditional statements are a useful part of my code. The `isCorrect()` method checks if q is correct before moving on to the next question. The `setEnabled()` is turning off and on the next button depending on the condition of the quiz.