Language Quiz

* Functions
  + Quiz game
    - Simple/basic Spanish (10 questions)
    - Simple/basic Italian (10 questions)
  + Gives score
    - Count how many right
    - Count how many wrong
  + Pass/Fail
    - If score >= 60% (4 wrong or fewer), then pass
    - If score < 60% (more than 4 wrong), then fail
  + Make users go back to correct answers if too many wrong (only let them correct each wrong answer once
    - Then gives new score
  + Show questions they got wrong and then their answers
  + Take quizzes again
* Possible methods (all in the Interface?)
  + questions (void or list?)
    - same questions for Spanish and Italian
    - just change the multiple-choice answers
  + score (returns int of percentage)
    - count how many right/wrong
    - compares users answers to list of what the right multiple-choice answers are
  + correct (returns list of the wrong questions)
    - use retainAll to keep the wrong answers
    - shows wrong answers to users for them to correct
    - list of new multiple-choice answers and then compares to list of right answers
    - use score method again to change their score after the corrections
  + retake (void?)
    - If score >= 60% (4 wrong or fewer), then pass
    - If score < 60% (more than 4 wrong), then fail
    - If pass or fail, ask the user if want to retake the quizzes
      * Difference is that it’s more emphasized if the user failed