

Note: Please Read User Manual To gain familiarity with this program.

The program has two forms and several functions.

Various events occurring during execution are handled by various functions. The role of each file and function is given below

Files used for processing data:

Progress.txt:

This file contains features to support the continue feature. It has ItemNo, QuizNo and Score (in that order) values. For new tutorial these values are set to 0,1 and 0 respectively.

Topics.txt

This file contains the table of content for the tutorial. This data is fed into ListView1 which acts like a menu to quickly open any topic.

answers.txt:

This file stores the performance report i.e. the question, user's response to the question, the correct answer and a brief explanation to the question is stored in this file(in that order)

Form1 functions:

Form1_Load :

It handles the event Form1.Load. The following happens-

- Form1's height , width and location is set equal to Form2
- Data from progress.txt is extracted.
- ListView1 is populated with contents from topics.txt
- And ItemNo (extracted from progress.txt) sets the file whose contents are displayed in Label1.

ListView1_SelectedIndexChanged :

It handles the event ListView1. SelectedIndexChanged

Basically, it sets the contents of Label1 and PictureBox1 according to the selection made in ListView1

Button1_Click (Show Contents/Hide Contents):

Handles the event Button1.Click

It sets the visibility of ListView1 according to the text in Button1.

Button2_Click (Previous):

Handles the event Button2.Click

Every time the previous button is pressed ItemNo is decremented by 1 until it becomes negative. If a selection is made from ListView1 , then ItemNo is modified according to item selected from List.

Button3_Click (Home):

Handles the event Button2.Click

Modifies the ItemNo to the value corresponding to Home.

Button4_Click (Next):

Handles the event Button4.Click

First of all it checks for the condition for displaying quiz. If so, Content components are hidden and quiz components become visible. The file corresponding to QuizNo is opened to display the question and options.

If Not, the standard next button is implemented (similar to Previous) with a slight modification. If the current item is the last item, then performance report is displayed after Next is pressed.

Button6_Click (Save):

Handles the Event Button6.Click

Saves the progress of the user to progress.txt in format:

[ItemNo]

[QuizNo]

[Score]

Button7_Click (Quit):

Handles the Event Button7.Click

Close the application. Immediately after pressing this button Form_Close is called.

Button8_Click (skip):

This function writes the question, correct answer along with the explanation of the question to the file answers.txt and calls function Button8and10()

Button9_Click (Submit):

Handles the Event Button9.Click

This function checks the user's answer to the quiz question and writes the result along with the explanation to the file answers.txt

Button10_Click (Next):

Handles the Events Button10.Click (Next [of the quiz component])

Calls the function Button8and10()

Button8and10:

Almost exactly like the Next Button of the content component except that it does not check for next quiz and it increments the value of QuizNo.

PictureBox1_MouseOver:

Handles the Event PictureBox1.MouseHover

Changes the Location, Width and Height of PictureBox1 according to the width and height of the image.

PictureBox1_MouseLeave:

Handles the Event PictureBox1.MouseLeave

Changes Location, Width and Height of PictureBox1 back to its original values. The size is modified to the minimum size which was the original size.

Form1_Close:

Handles the event Form1.Closing

It displays a MsgBox notifying the user to save his/her work before quitting. The options are:

Yes – Save and exit

No – Don't Save and Exit

Cancel – Don't Exit

Form2:

Form2 acts as the startup application in this software. It has 2 functions.

Button1_Click (New):

Handles the event Button1.Click

Creates a new answers.txt file and delete any previous version

Button2_Click (Continue):

Creates a new answers.txt file if it doesn't exists

