**Touch GFX quiz**

1. Add configuration screen – screen name ConfigScreen

A picture containing text

Description automatically generated

* 1. Angle setup widget type - Slider, the upper and lower boundaries are dynamic, and must be configurated from model::getConfigConfig()
  2. Min/max texts type – Verdana 20px
  3. Ramp angle text type - Verdana 40px
  4. Cancel button discard configuration and return to main screen.

1. Main window – attach angle configuration value from model:: getAngleValue() to \_RampCfgLeft and \_RampCfgRight and correct position of both widgets depending of height. Hint: Do not forget to call MainScreenView ::prepareTrajectory() after setup of RampWidget!

A picture containing graphical user interface

Description automatically generated

1. Implement update of current speed text (upper left text), font type – Verdana 40px, the update interval must be included in application configuration (gui\include\gui\common\Configuration.hpp) and related population code. Export this configuration only to model. Also choose suitable value for refresh rate.
2. Add ball widget rotation.

Additional point: Try to implement TODO comments, try to not modify existing code in gui\include\gui\utils and gui\source\utils, except when fix TODOs, use GIT for version control.

Note: Final application without TODO implementation - demo/ Application.exe

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