PROVE THAT YOU'RE SMART!

Introduction:

We wrote a program for an application that is a simple smart game that the user plays

The Application:

There are three windows:

The first window: contains a label, a text field, one button and button with tool tip displayed>>>The user writes his/her name, then reads the rules of the game and then starts playing

The second window: contains a menu, a label, and buttons>>>There are two buttons (True, False) choose according to this name of colors, they are answered by the color of the text, and if the text is black, they are answered by the color of the background, and directions they are answered by the direction of the arrow not the name

The third window: contains a label>>> We will display the results and tow button on to Exit and Retry

There are also two menu Bar (file that contains Exit and Retry ,setting that contain the rule

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settings

file

Name:

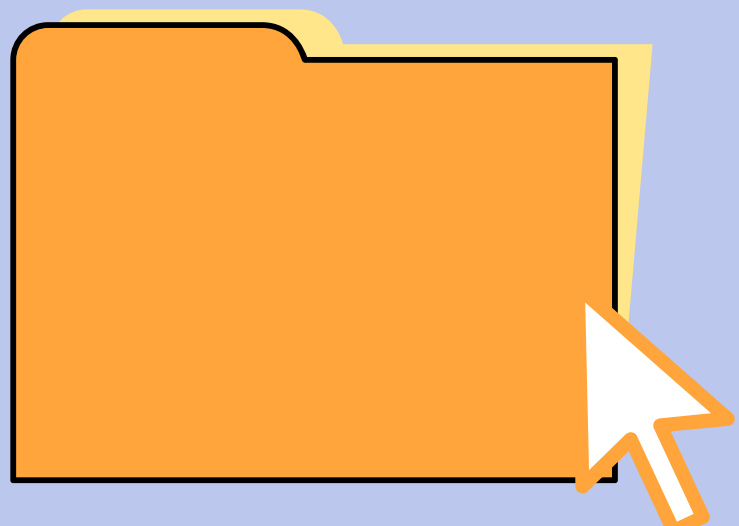**play**

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file   settings

yellow

true   **false**

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file   settings

Byader you get 10%

Retry   **Exit**

Bedoor Ayad 2005961

Rifal Khalid 2006758