COMP1202 – Assignment 1 (Individual - 10%)

Due – End of day Monday, June 16, 2025

Purpose:
Using C#, develop an application for a simple Quiz using only the programming constructs taught in class up to and including Week 4 (i.e. sequential programming, selection structures, loops).

Outcomes:
1. Apply the programming techniques of C#.
2. Apply sequence-logic and selection-logic concepts.
3. Write decision-making statements, iterative statements to solve problems.
4. Explore the best practices for designing and developing Console applications.

Problem statement:
- The application allows the user to take a Quiz and displays a Progress Report.
- The user is asked about their course code, last name and first name at the beginning of the quiz.
- The quiz contains four questions about a hobby, popular music, or any other individual interest.
- Each question should be a multiple-choice question with five options.
- Each question should be worth 25 points.
- When the user answers the question correctly, display a congratulatory message along with the intermediate score.
- If the user responds to a question incorrectly, display an appropriate message.
- The user should be presented with each question continually (up to a maximum of 4 times) until it is answered correctly or the limit of 4 attempts is reached (with zero points).

The application must keep track of the number of attempts for each question.
For any question, the user can score:
- first attempt → 25 points
- second attempt → 15 points
- third attempt → 5 points
- fourth (last attempt) → 0 points

When the user ends the quiz, the application must display a well-formatted Progress Report (on the screen itself), indicating the following:

- Full Name of the user and the course code
- Total Points scored for the quiz and the breakdown for each quiz question. This should include the number of attempts made for each question.
- Percentage score (e.g. 60/100 would be 60%)

Important guidelines:

- Your course, name and student id number must be commented at the top of the program.
- **The program should be completed in a single file and only the .cs file must be submitted.**
- The project name in Visual Studio must have the pattern: COMP1202_Ass1_StudentID.
- Use only the programming constructs taught in class up to and including Week 4.
- If 2 or more assignments are the same (or very much alike), they will all get 0 marks, so be careful not to share your application with others.
- You can submit multiple times but only the last submission will be marked.
- The files submitted in the wrong format (for example txt, pdf etc.) will get 0 marks.

All assignments should be submitted to D2L drop box for Assignment 1

Marking Scheme:

Task	Possible Points	Description
Program Requirements	60	Application logic and requirements are met. Proper calculation of the quiz mark. Maximum points will be awarded for simple and efficient code.
UX	10	User experience is taken into consideration. Test your application from a user's point of view and make sure there is no confusion and frustration while taking the quiz.
UI	10	User interface is seamless and well planned.
Quiz results	10	Properly keeping track of the quiz score and keep the user updated. Properly display overall quiz data after the quiz is finished.
Code documentation and convention	10	Follow proper documentation of your code and best coding practices and conventions discussed in class.
Total:	**100**	