state

XOX

quizelement
-string: question
-List<string>: answers
-string: correctAnswer

Main menu
write:
1. Add a question
2. Answer a question
3. Exit

List<quizelement>:
questionList

int:
currenQuizelement

int:
score

[exit]

[add question]

new
quizelement

write:
"Please enter
your question."

input:
question

write:
"Please enter
an answer."

input:
answer

add answer
to list

[answer count = 6]

[answer count <2]

[answer count >= 2]

write:
"Add another
answer? Y/N"

[yes]

[no]

write:
"Please enter the
correct answer"

input:
correctAnswer

write:
Question: question
Answers: List answers
Correct answer: correctAnswer

1. Submit
2. Delete

[delete]

[submit]

add the
new quizelement
to questionList

[answer count]

[answer question]

write the question
of the currentQuizelement
in questionList

write the possible
answers of
the currentQuizelement

input:
userAnswer

compare userAnswer
to correctAnswer
of the current quizElement

{wrong answer]

[correctAnswer]

increase
currrentQuizeelement
by 1

increase
score
by 1

state