Quiz

quiz elements
(List of "Quizelement"
objects)

user score
(int points = 0)
(int answeredQuestions
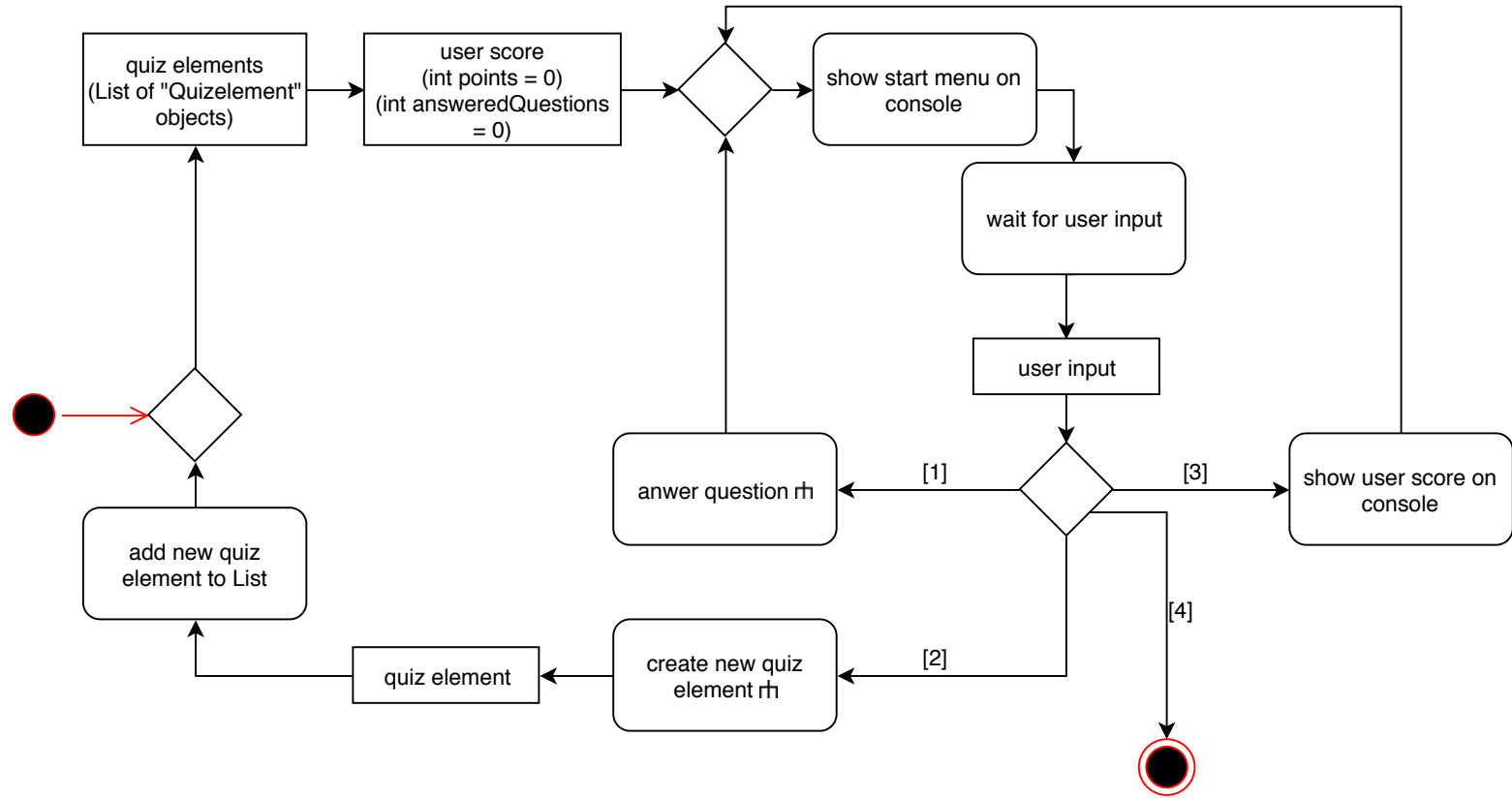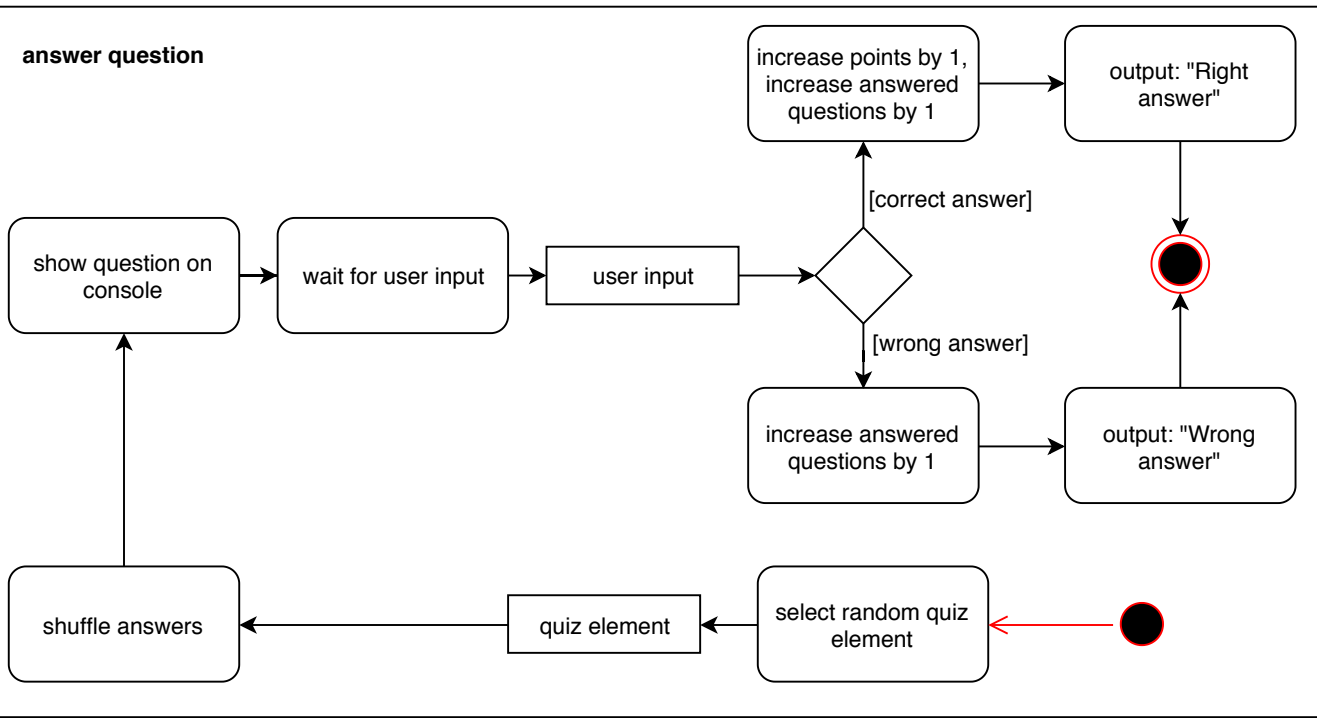= 0)

show start menu on
console

wait for user input

user input

add new quiz
element to List

anwer question ⌐h

create new quiz
element ⌐h

quiz element

[1]

[2]

[3]

[4]

show user score on
console

answer question

```
show question on console → wait for user input → user input → ⬦
```

[correct answer] → increase points by 1, increase answered questions by 1 → output: "Right answer" → ●

[wrong answer] → increase answered questions by 1 → output: "Wrong answer" → ●

```
shuffle answers ← quiz element ← select random quiz element ← ●
```
(shuffle answers → show question on console)

create new quiz element

```
● → new quiz element → Output: "Enter your question:" → user input → add user input to quiz element (question)
```

```
Output: "Enter a wrong answer:" ← add user input to quiz element (right answer) ← user input ← Output: "Enter the right answer:"
```

```
user input → add user input to quiz element (wrong answers) → ⬦ → Output: "Enter another wrong answer or press Enter to add the element:" → user input
```

```
int a = 1
```

```
[a = 6] ← ⬦ ← a++ ← add user input to quiz element (wrong answers) ← ⬦ → [""] → ●
```
● [a = 6]