

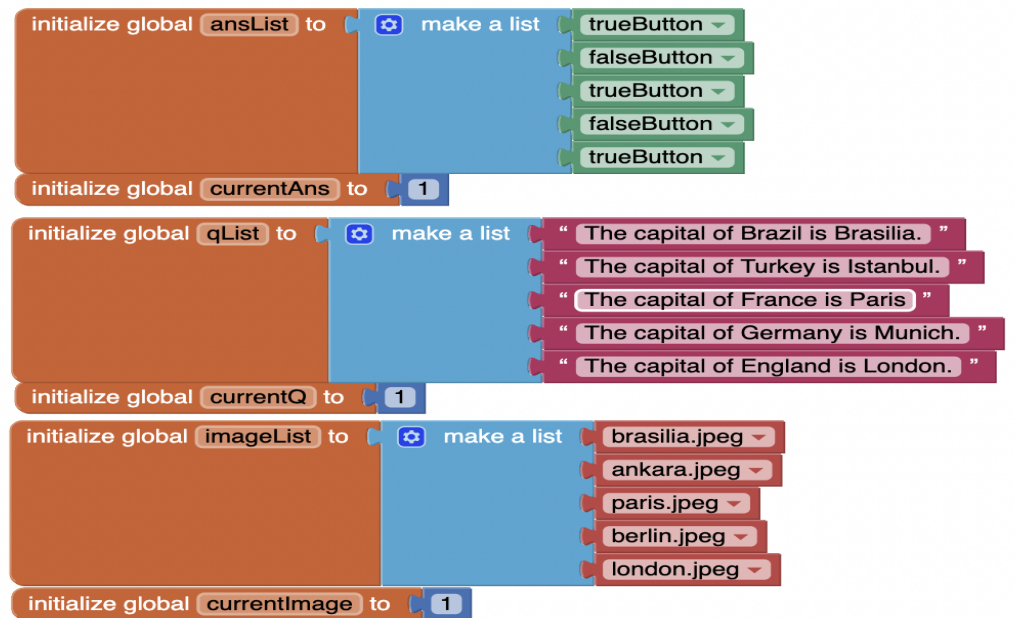
- ❖ Purpose and Description of the Program:
  - This QuizMe app I created is basically a bunch of true/false questions that the user has to answer by pressing the TRUE and FALSE buttons. There is also a notifier that pops up a message either “Correct!” or “Incorrect!” depends on the answer. There are also hint images for each question representing the capital city of the country. The app also has next and previous question buttons that help the user to iterate through the questions and the images. The questions for the quiz are about the capital cities for countries around the world. For example, “The capital city of France is Paris.” and you press either true or false. The app is also designed for an IOS13 iPhone device but it works on android too.
- ❖ Screenshot of the app's user interface:



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- The image is a view from Brazil, Brasilia(Capital city of Brazil).

❖ Description of the QuizMe app source code:

- I created lists for the answers, questions, and the images so I could easily iterate through them by using their current index number(i.g. currentAns, currentQ, currentImage).



- Used a control structure for Screen1 to set quiz statement, hint image, and current answer to first item on the lists when Screen1 is initialized.



- Used control structures for next and previous question buttons. When you click on the next button; it adds 1 to their index to go to the next element on their lists, but if the index is on the last question then it keeps their index on the last item on the list by setting their index number to the length of the list which is the last element. When you click on the previous button; it subtracts 1 to their index to go to the next element on their lists, but if the index is on the first question then it keeps their index on the first item on the list by setting their index number to 1. Then they set the image and the quiz statement to the index number of the element in the list.

```

when prevQ.Click
do
  set global currentQ to (get global currentQ - 1)
  set global currentImage to (get global currentImage - 1)
  set global currentAns to (get global currentAns - 1)
  if (get global currentQ <= 1)
  then
    set global currentImage to 1
    set global currentQ to 1
    set global currentAns to 1
  set quizStatement.Text to (select list item list (get global qList)
                                index (get global currentQ))
  set Image1.Picture to (select list item list (get global imageList)
                                index (get global currentImage))

```

```

when nextQ.Click
do
  set global currentQ to (get global currentQ + 1)
  set global currentImage to (get global currentImage + 1)
  set global currentAns to (get global currentAns + 1)
  if (get global currentQ > length of list list (get global qList))
  then
    set global currentImage to length of list list (get global qList)
    set global currentQ to length of list list (get global imageList)
    set global currentAns to length of list list (get global ansList)
  set quizStatement.Text to (select list item list (get global qList)
                                index (get global currentQ))
  set Image1.Picture to (select list item list (get global imageList)
                                index (get global currentImage))

```

- Used control structures for TRUE and FALSE buttons. It calls the notifier depending on the user's answer and if the answer is correct then the notifier pops up a message either "Correct!" or "Incorrect!" if the answer is false. The logic works by comparing the current button pressed with the current answer to that quiz statement from the answer list. If they match then it's correct, if not then it's incorrect.

```

when trueButton.Click
do
  if (select list item list (get global ansList)
                                index (get global currentAns) = trueButton)
  then
    call ansNotif.ShowAlert
    notice "Correct!"
  else
    call ansNotif.ShowAlert
    notice "Incorrect!"

```

```

when falseButton.Click
do
  if (select list item list (get global ansList)
                                index (get global currentAns) = falseButton)
  then
    call ansNotif.ShowAlert
    notice "Correct!"
  else
    call ansNotif.ShowAlert
    notice "Incorrect!"

```

- ❖ Github link for source code(.aia) and the apk file
  - <https://github.com/mehmeTurhan/Capital-Cities-QuizMe-App>
- ❖ QR CODE:



❖