CODE MODE implementation manual

Public class WelcomeScreen
- Extends application class from JavaFX
- Includes many methods as well as the main() method
- First method seen is the start() method
    - This includes all the elements that are seen on the welcome screen, such as the welcomeLabel, startButton, and directionsButton
    - startButton leads user to showNextScreen
    - directionsButton leads user to showDirectionsScreen
    - welcomeBox is the screen which includes all the elements and it's position is set using Margins
    - Scene is made with the margins (600,400)
    - The private showWelcomeScreen method is used where an object is created and the start() method is called
- When the directions button is clicked on by the user, the private method showDirectionsScreen is called
    - backButton which calls showWelcomeScreen() taking the user to the main screen
    - directionsText which displays the directions for the application
    - directionBox created
    - directionsScene is created with same margins as other scenes
- When startButton is pressed in the welcome screen, the private method showNextScreen is displayed
    - backButton created to go back to the welcome screen
    - firstButton which will call the showFirstScreen() method, and take user to section 1 screen of the application
    - secondButton which will call the showSecondScreen() method, and take user to section 2 screen of the application
    - thirdButton which will call the showThirdScreen() method, and take user to section 3 screen of the application
    - nextScreenBox and buttonsBox were created to position the buttons and box, along with the spacing
    - Scene is created with same dimensions as other scenes

- When firstButton is pressed, the showFirstScreen() method is called
  - Labels are created in order for direction of this scene
  - backButton created to go back to showNextScreen()
  - level1Button calls showS1L1Q1Screen() to show the first question for level 1
  - level2Button calls showS1L2Q1Screen() to show the first question for level 2
  - Button boxes are created and scene is created
- When secondButton is pressed, the showSecondScreen() method is called
  - Labels are created in order for direction of this scene
  - backButton created to go back to showNextScreen()
  - level1Button calls showS2L1Q1Screen() to show the first questions for level 2
  - level2Button calls showS2L2Q1Screen() to show the first question for level 2
  - Button boxes and scenes are created
- When thirdButton is pressed, the showThirdScreen() method is called
  - Labels are created in order for direction of this scene
  - backButton created to go back to showNextScreen()
  - level1Button calls showS3L1Q1Screen() to show the first question for level 1
  - level2Button calls showS3L2Q1Screen() to show the first question for level 2
  - Button boxes and scenes are created
- WHen level1Button is pressed for section one, it calls the method showS1L1Q1, all level 1 questions have the same format described below:
  - S1L1ScreenLabel to clarify what question it is
  - questionLabel to show the question
  - backButton to take user back to showFirstScreen
  - nextButton to take user to the next question (showS1L1Q2)
  - Array answerButtons with [3] elements stored for the multiple choice options
  - Button boxes and scenes created

- When button for the multiple choice question is pressed, it calls the private method handleAnswerButton() which uses an if…else statement to turn the button green if correct and red if incorrect
    - This method can be seen in showS1L1Q1, showS1L1Q2, showS1L1Q3, showS2L1Q1, showS2L1Q2, showS2L1Q3, showS3L1Q1, showS3L1Q2, showS3L1Q3
        - Question 3's do not have the nextButton, only the backButton
- When level2Button is pressed for section two, it calls the method S1L2Q1, all level 2 question shave the same format described below:
    - S1L2Q1ScreenLabel to clarify which question it is
    - questionLabel to show the question
    - backButton to take user back to showFirstScreen
    - textField answerField for the user to type in their answer
    - checkButton for the user to click once they have entered in their answer
    - nextButton to take them to the next question
    - Button boxes and scenes created
    - Once the beck button is pressed, the private method checkAnswer() is called where there is an if…else statement to turn the checkButton green if correct and red if incorrect
    - This method can be seen in showS1L2Q1, showS1L2Q2, showS1L2Q3, showS2L2Q1, showS2L2Q2, showS2L2Q3, showS3L2Q1, showS3L2Q2, showS3L2Q3
        - Question 3's do not have the nextButton, only the backButton
            - showS3L2Q3Screen also has a completeButton which takes the user to showCertificateScreen
- When completeButton is pressed user is taken to showCertificateScreen
    - showCertificateScreen has a Label with text as the certificate
    - backButton to take user back to the welcome screen
    - congratsText which congratulates user on completing the questions

- Image of a crown along with positioning of image
- Button boxes and scenes also set
- The main class which ensures the launch of the GUI