You are required to develop a program that will simulate a mathematics quiz game.

The game will include various features, each of which must be

incorporated into your

program.

Your program should be menu

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driven and must display a main menu when run. The

menu should include the following options:

1.

Enter the number of questions to be asked for this round of the quiz

(maximum of 5 questions allowed)

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2.

Start quiz

3.

Display the number of questions that were answered (i) correctly and (ii)

incorrectly for this round.

4.

Exit Program

Features

to include:

1.

Your program should continually run and re

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display the main menu after each

option has completed, i.e. sta

rt over again. Only when the customer enters

option 4 (i.e.

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Exit Program), should your program terminate.

2.

For option 2, your program should display a simple mathematical question and

ask the user to enter the answer. After the user has entered their answe

r, your

program should display the correct answer beside the user's answer. Your

program should then ask the next question (if there are more to ask) and

continue this sequence.

For example:

Question 1: 9 / 3 + 6 = ?

6

You entered

: 6

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Wrong !! The correct answer: 9

3.

Option 3 should only be allowed to be selected a

fter the user selects option 2

(plays the quiz). If the user starts a new quiz, option 3 should be reset from the

previous round (i.e.

Do not

count correct & incorrect answers for all rounds).

4.

Try to take account of input errors by the user and display appropriate error

messages.

Submission details:

1.

Submit your program

(.c source code file only)

using the assignment listed in

the Programming module in

Brightspace

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This must be submitted on or before

Sunday

, November

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(11.59

pm)

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