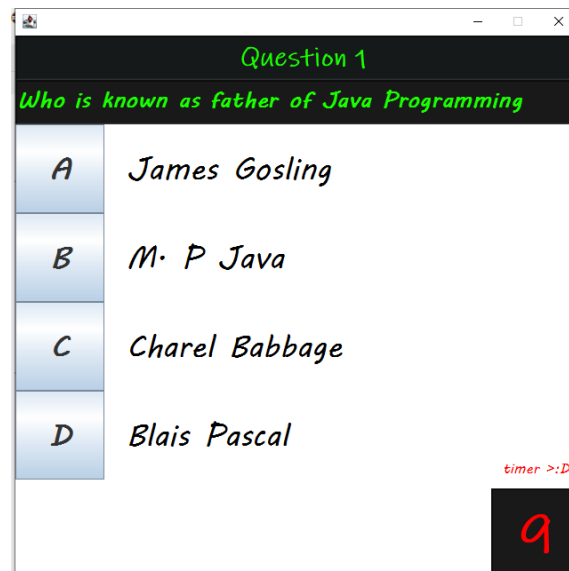


PROJECT PROPOSAL

OBJECT ORIENTED PROGRAMMING

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JAVA SIMPLE GUI QUIZ GAME



In my project, I will design and implement a graphical user interface (GUI) for a Java Quiz Application. This program will ask the user to answer multiple questions related to Java. The user needs to answer all the quizzes before the timer runs out. Results will be displayed after the user completes all the quizzes.

Game Features

- Object Oriented
- Multiple Question
 - Has Timer
 - Save Score
 - Use GUI

Objects/Things/Concept

- Timer
- Board
- Question
- Score
- Answer

Attributes/Data for each Objects

Timer

- value:int

Board

- backgroundColor:Color
- Position:int

Question

- backgroundColor:Color
- name:string
- font:string

Score

- backgroundColor:Color
- font:string
- value:int

Answer

- backgroundColor:Color
- font:string
- name:string

Related Operations

Timer

- + actionPerformed(ActionEvent):void

Board

- + Quiz():

Question

+ nextQuestion():void

Score

+ results():void

Answer

+ displayAnswer:void