

Download the Unit 7 Programming Assignment instructions.

When you're finished, upload the following to the Programming Assignment submission area:

- QuestionDialog.java
- Question.java
- TrueFalseQuestion.java
- MultipleChoiceQuestion.java
- A screenshot showing a dialog box asking a true/false question
- A screenshot showing a dialog box asking a multiple-choice question

Your assignment will be graded by your peers using the following criteria.

- 1) Does the submission include a file "QuestionDialog.java" with a class that extends "JDialog" and implements "ActionListener"?
- 2) Does the class "QuestionDialog" have a method "actionPerformed" that uses its "ActionEvent" parameter to set the instance variable "answer" and then calls the inherited "dispose" method?
- 3) Does the submission include a file "Question.java" with a constructor that initializes instance variable "question", gives it a single-column grid layout, and adds a text label using the constructor's String parameter?
- 4) Does class "Question" have a method "ask" that makes the instance variable "question" visible and returns the value "question.answer"?
- 5) Does class "Question" have a method "initQuestionDialog" that makes instance variable "question" modal, sets its size with "pack", and positions it in the center of the screen?
- 6) Does the class "TrueFalseQuestion" have a method "addButton" that constructs a button using its String parameter, adds the instance variable "question" as a listener for that button, and adds the button to its "JPanel" parameter?

- 7) Does the class "TrueFalseQuestion" have a constructor that calls its superclass constructor with its first String parameter, calls "addButton" to add "TRUE" and "FALSE" buttons to a panel, adds that panel to the instance variable "question", calls "initQuestionDialog", and initializes the instance variable "correctAnswer" with its second String parameter?
- 8) Does class "MultipleChoiceQuestion" have a method "addChoice" that creates a panel with a border layout, creates a button using its first String parameter, adds the instance variable "question" as a listener for that button, adds the button to the left side of the panel, adds a label to the center of the panel using its second String parameter, and adds the panel to the instance variable "question"?
- 9) Does the class "MultipleChoiceQuestion" have a constructor that calls its superclass constructor with its first parameter, calls "addChoice" using its next five parameters, calls "initQuestionDialog", and initializes the instance variable "correctAnswer" with its last parameter?