Quizmaster

Assignment 5

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Contents

1 Solution

1.1 Files

All Files are situated in the **src/** folder:

- **flamingo.erl** The flamingo server implmentation
- **greetings.erl** The greetings module implementation
- **hello.erl** The hello module implementation
- **mood.erl** Mood module implementation
- **counter.erl** Counter module implementation
- **test_xxx.erl** Tests for each module

1.2 Running the programm

Out of convenience we used a Emakefile which compiles all the erlang files in one go then rather compile each file on it's own. This can be done by using the erlang shell and run:

```
make:all([load]).
```

1.3 Running the tests

The tests can be run with eunit, we included tests for each module in a own file. Example running tests for flamingo:

```
eunit:test(test_flamingo, [verbose]).
```

2 Implementation

2.1 Gen-Statem

Since the Quizmaster can be seen as a simple State machine we chose gen_statem. The Quizmaster has overall 3 important states:

- editable
- between_question
- active_question

2.2 Data Structure

2.3 Editable state

2.4 Between_questions state

2.5 Active_question state

needs to be improved

3 Assessment

3.1 Scope of Test Cases

3.2 Correctness

3.3 Code Quality

A Code Listing

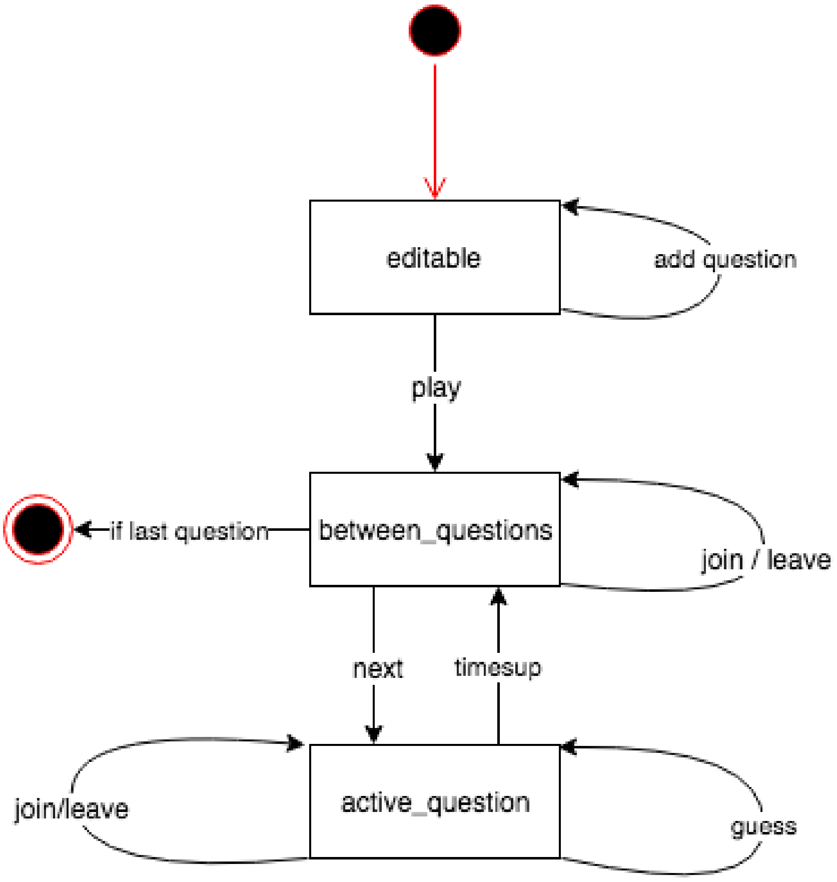

Figure 1: Simple drawing of quizmaster state machine