Class sums

// Instance Variables

Private String Array sums = [[‘1’, ‘2’, ‘+’] , [‘3’, ‘4’, ‘+’]];

Private int Array sums\_reaction\_speed = [[1000, 2500, 3000], [4000, 5000, 1000]]

Private int users\_max\_reaction\_speed = 2000; // Set in milliseconds.

// Method definitions.

Public int getNum1();

Public int getNum2();

Public string getOperator();

Public string getSum(); { return getNum1() + getOperator + getNum2() + “ = “;}

Public int getAnswer(){ getNum1() + getOperator + getNum2() = return answer;

Public void readDatabase(string dbFileName);

Void checkIfSumNeedsReview(int sums\_reaction\_speed, sums\_date,

sums\_skill\_level) // used in readDatabase.

Void setSumArray(); // set the array to 3 sums x 3, and randomize.

// avoid the same sum repeating 3 times.

Public void answerCorrect(int reaction\_speed);

Public void answerWrong();

Void setSumsReactionSpeed(in reaction\_speed);

void getNextSum();

Public bool checkIfLastSum(); // Return true if it’s the last sum

Public void writeToDatabase(); // Ending the game, update the database’s lines.

getAllSums(){

// read first line of database

//

Class Timer