National Technical University

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Programming Course

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Program documentation

Models: Here we set the methods to add, select, update, etc. These methods are used with the swimmer's information, question's information, and statistic's information.

Controllers: Here we connect the interface with the Model's classes to get and set information.

Views: Here you can find the program interface or windows, where you can play the both games.

Views

1. **FrmMain:** Here there are two buttons each one with their specific action.

2. **FrmComodin:** In that window, there is a button and three spinners and you'll should guess the random code to win the game.

3. **FrmAnswer:** Here you can play the second game, it is about a lot of positions and you'll should make a move until arrive to the final position, in each position you'll should answer one question to pass, if you choose the wrong answer, you have chance to answer another question.

4. **FrmSwim:** It is a window to play the first game or the swimming game, you have some options before starting to swim, you can add a new swimmer and delete swimmers, also you can choose the swimmers who are going to swim or make it automatically; you can see the statistics of the game whenever you want and finally you have the option to start the competition.