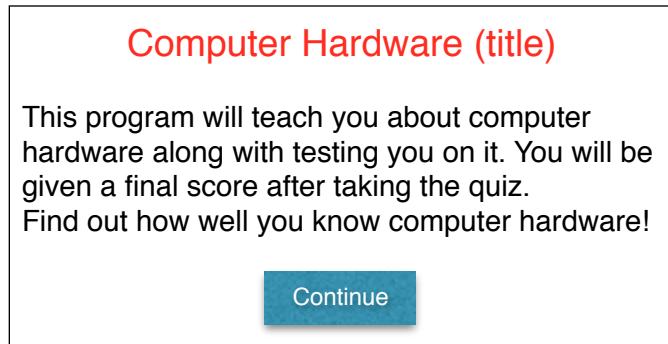


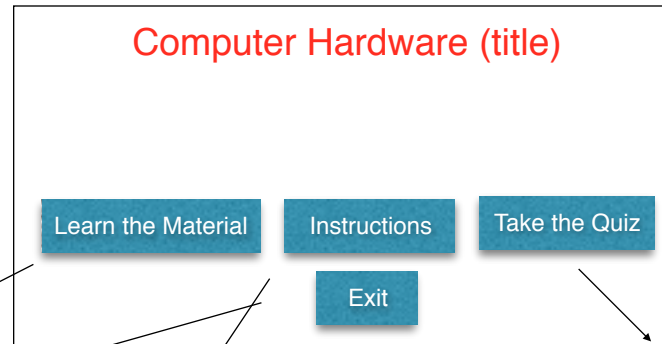
Procedure	Purpose
title	“Computer Hardware” is centred at the top of the screen.
intro	Displays use of the program, along with title and a Continue button (leads to mainMenu).
mainMenu	Displays the following buttons for the user to choose from: Learn (to learn the material), Quiz (to take the quiz), Instructions (for the instructions on what to do) and an Exit button.
instructions	Activated when the user clicks the Instructions button and it displays the instructions for the user. The window also has a Back To Main Menu button to return to mainMenu
goodBye	If the user chooses to exit, it will display a goodbye message. The window will close after a 10 second countdown or hasch key press
quiz (userInput)	This will be the quiz where the user is tested on their knowledge on computer hardware. The quiz is specific questions where the user must enter a non-case-sensitive answer, there is only one correct answer.
display	Displays the result of the quiz and then returns to mainMenu
pauseProgram	To pause the program until the user presses a key to continue
process	Determines whether the user enters the correct or incorrect answer for the quiz and adds it to the correct or incorrect counter
learn	Displays the information about the hardware using an array and will cycle through the information when the user presses any key. There is a back button which returns to mainMenu,

Variable Name	Type	Purpose
font	Font.New	Changes text font in game
score	real	calculates the final score of the user at the end of the quiz
correctAnswer	int	Detects the number of correct answers in the quiz
incorrectAnswer	int	Detects the number of incorrect answers in the quiz
questions	array 1 .. 15+ of string	contains the questions for the quiz
quizTaken	boolean	Detects whether the user takes the Quiz or not. Offers different goodBye screens
information	array 1 .. 15+ of string	Contains the information about the hardware devices for the user to learn from
answer	string	To get the user's answer and to be used within if statements

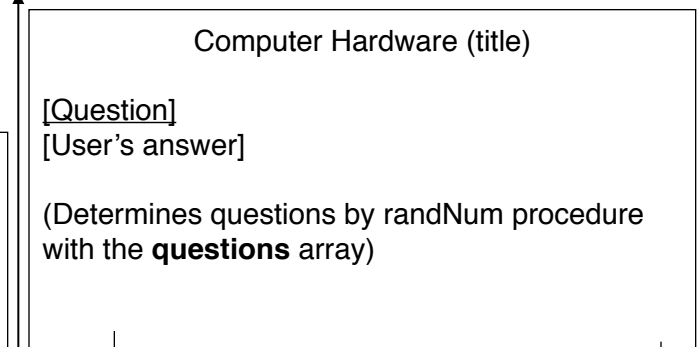
intro



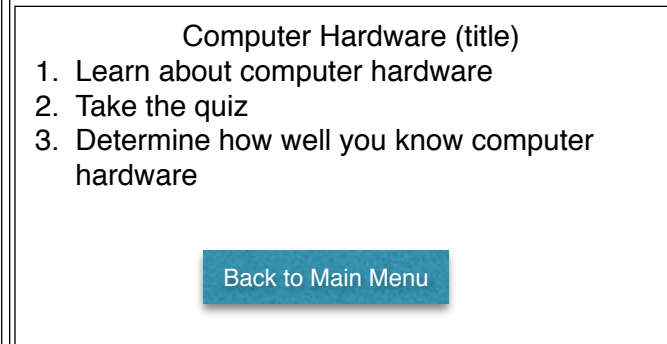
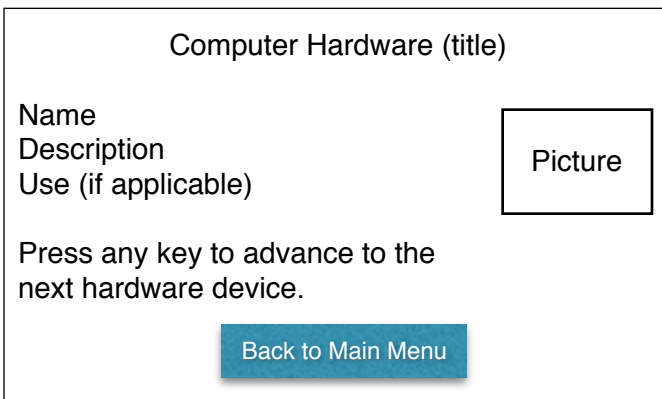
mainMenu



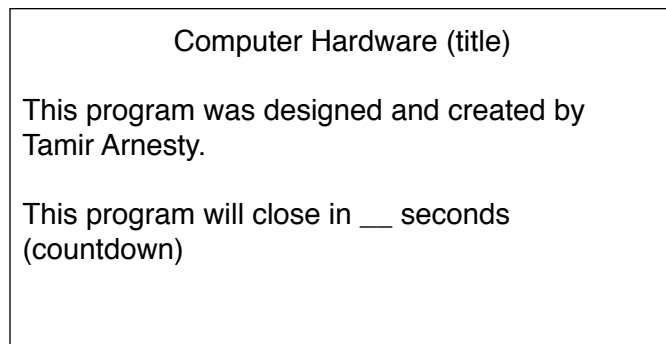
quiz (quizTaken := true)



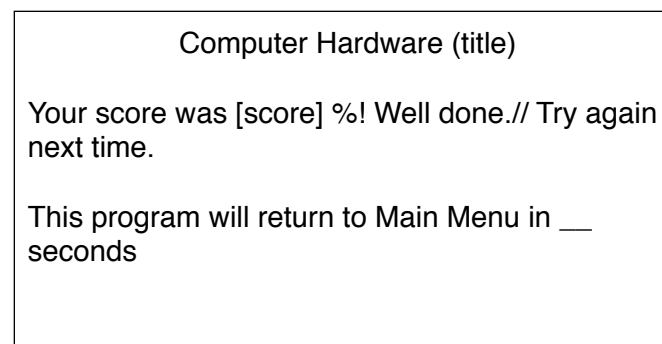
learn



goodBye (quizTaken := false)



display (quizTaken := true)



process

