CS 1120 – 543

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**Lab Report – LA4: eQuiz System**

**Design Phase**

**Basic Structure: UML DiagramLA4UMLDiagram.png**

**Pseudocode:**

* public static void main();
  + public static int getUserChoice();
    - print the menu
    - get user input
  + create new quiz
  + run quiz
* public QuizUI();
  + public IQuiz createQuiz(List questions);
    - go to Quiz contructor
    - create new quiz
  + public void takeQuiz(IQuiz quiz);
    - print out quiz info
    - run quiz
* public Quiz():
  + public void setQuestions(List questions);
    - add new question to list of questions
  + public List getQuestions();
    - get a question from the list
  + public int getNumberOfQuestions();
    - return the number of questions in the list
  + public boolean isStarted();
    - return the boolean value of isStarted
  + public boolean isCompleted();
    - return the boolean value of isComplete
  + public boolean hasNextQuestion();
    - getCurrentQuestion
    - return true if there is still more questions
  + public IQuestion getNextQuestion();
    - getCurrentQuestion
    - return the next question
  + public IQuestion getCurrentQuestion();
    - return the current question
  + public String getCurrentAnswer();
    - return the current answer as a string
  + public boolean checkAnswer(String answer);
    - getCurrentAnswer
    - return true if it is right
  + public void reset();
    - rest current question
    - set isStarted and isComplete to false
  + public int getQuestionNumber();
    - return the number of the current question
* public Question();
  + public String getQuestion();
    - return the current question as a string
  + public String getAnswer();
    - get the answer to the current question
  + public boolean checkAnswer(String answer);
    - check the current answer against the users answer
    - return true if correct
  + *final String getText();*
    - return the text of the current question
* public BlackFill extends Question();
  + getQuestionText();
    - return questionText
  + setQuestionText();
    - set questionText
  + getAnswer();
    - return the answer
  + setAnswer();
    - set the answer
* public ShortAns extends Question();
  + getQuestionText();
    - return questionText
  + setQuestionText();
    - set questionText
  + getAnswer();
    - return the answer
  + setAnswer();
    - set the answer
* public TrueFalse extends Question();
  + getQuestionText();
    - return questionText
  + setQuestionText();
    - set questionText
  + getAnswer();
    - return the answer
  + setAnswer();
    - set the answer