Code Explanation:  
1 Initialize questions, possible answers, and correct answers.  
2 Set the title of the program window (Quiz Program).  
3 Let the program window close when the user clicks the close button.  
4 Specify the width and height of the program window when it opens.  
5 Specify the location of the program window when it opens.  
6 Disable program window resizing.  
7 Create a container object to act as the controls placeholder.  
8 Set the layout of the container to null so that you can customize the locations of controls to place on it.  
9 Set the background color of the container to the gray color.  
10 Create the ButtonGroup object to hold the JRaudioButton objects.  
11-18 Create four JRaudioButton objects and add them to the ButtonGroup bg. The radio buttons allows the user to choose the correct answer. The radio buttons are placed in the ButtonGroup to make sure that only one of the four answer choice can be selected.  
19 Create a JLabel object lblmess to display the question.  
20 Set the text color of the lblmess to the blue color.  
21 Set the font name, font style, and font size of the lblshow label.  
22 Create the JButton next object to enable next question.  
23 Set the text color of the next button tot the green color.  
24 Add action event tot button to enable button-click action.   
25 Create the JPanel panel object to hold the controls (label, radio buttons, and button).  
26 Set the background color of the panel to the light gray color.  
27 Specify the location of the panel object.  
28 Specify the width and height of panel object.  
29 Set the layout of the panel to a grid layout with 6 rows and 2 columns.  
30-35 Add all controls to the panel object.  
36 Add the panel object to the container.  
37 Make sure the program window is visible.  
38 Initialize the question id.  
39 Display the first question (id=0) and its answers choice to the user.  
40 The actionPerformed method of the ActionListener interface is rewritten to handle the button click event.  
41 Initialize the qpa and qca arrays. The qpa array  stores pairs of question and its possible answers, and qca array stores pairs of question and its correct answers. The HashMap object also created. It will be uses to store the pairs of question and its selected answer.  
42 The getSelection method returns the answer selected by the user from the answer choices list.  
43 The readqa method is invoked to set the question to the lblmess, and answer choices text to the four radio buttons. The first radio button is selected by default.  
44 The reset method reset the program back to its first load state.  
45  The calCorrectAnswer method return the number of answers that are answered correctly.  
46  The Report class extends JFrame. The report window is displayed when the user complete all questions and clicks the btnext button (label Show answers).  
47 The Draw class extends Canvas. It is an inner class of the Report class. The Draw class is used to display the output to the user.  
48 The QuizProgram class the main method to start the Quiz program.