Subtracting Practice Intermediate

difficulty: string

numQuestions: int numCorrect: int

questions: List<SubtractionQuestion>

display(): void

generateQuestions(): void

checkAnswer(questionNum, answer): Boolean

getScore(): String

has-a

SubtractingQuestion

minuend: int

subtrahend: int

answer: int

display(): String

SUBTRACTING PRACTICE(ADVANCED)

Math Kid Mobile Application

Settings Practice

> Subtracting Practice

Difficulty: String

Num1: Int Num2: Int Answer: Int

UserInput: Int

generateQuestion():

checkAnswer(): boolean

02/27/2023

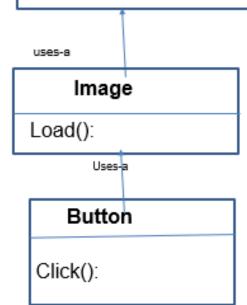
Home Screen

logolmage: dog lmage

subtractionPuzzleButton: Button subtractingFunButton: Button subtractingQuizButton: Button subtractingPracticeButton: Button

display(): void

launchSubtractionPuzzle(): Random Function()
launchSubtractingFun(): Random Function()
launchSubtractingQuiz(): Random Function()
launchSubtractingPractice(): Random Function()



SUBTRACTING PUZZLE

Subtracting Puzzle

num1: int num2: int answer: int operand: char

SubtractingPuzzle() generatePuzzle():

checkAnswer(userAnswer:int):boolean

SUBTRACTING FUN

Subtracting Fun

Level: int User: int Time: int User: user

startGame(): endgame(): nextLevel():

displayQuestion():

+

Question

Operands: int[]
Operators: char[]

Answer: int

User

name: String

age: int

gender: String

SUBTRACTING QUIZ

SubtractingQuiz

difficulty nonQuestions currentScore questions

startQuiz () submitAnswer () getNextQuestion () endQuiz ()

Question

operand1 operand2 answer

getQuestionText () checkAnswer ()

SUBTRACTING PRACTICE(BEGINING)

SubtractingBeginner

numQuestions currentQuestion currentScore questions startPractice()

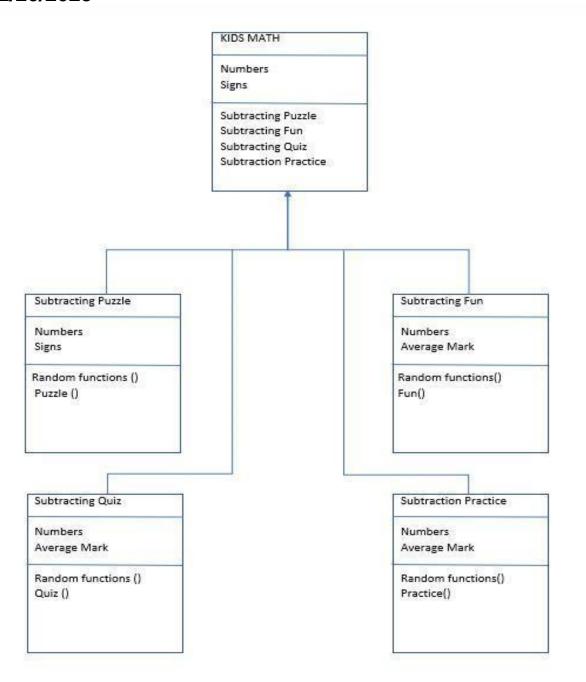
submitAnswer() getNextQuestion()

Question

operand1 operand2 answer

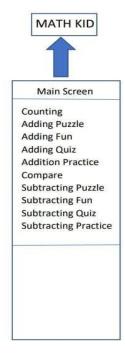
getQuestionText() checkAnswer()

02/20/2023



CLASS UML DIAGRAM

Team 2



FIRST SCREEN

