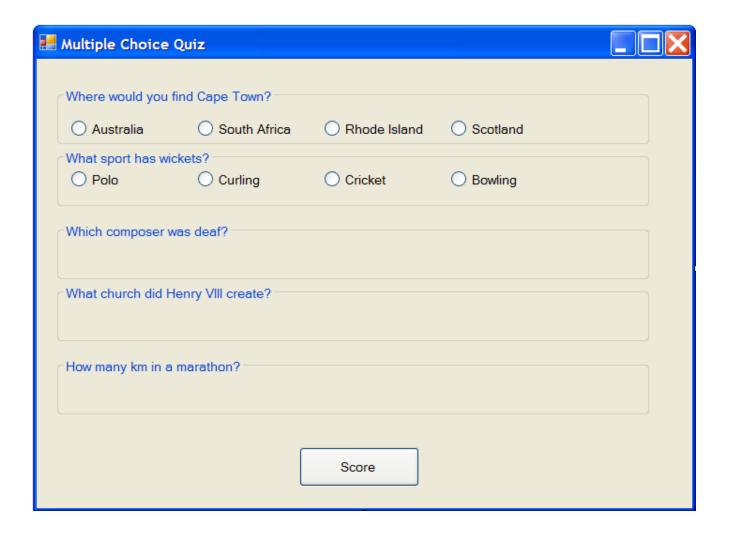
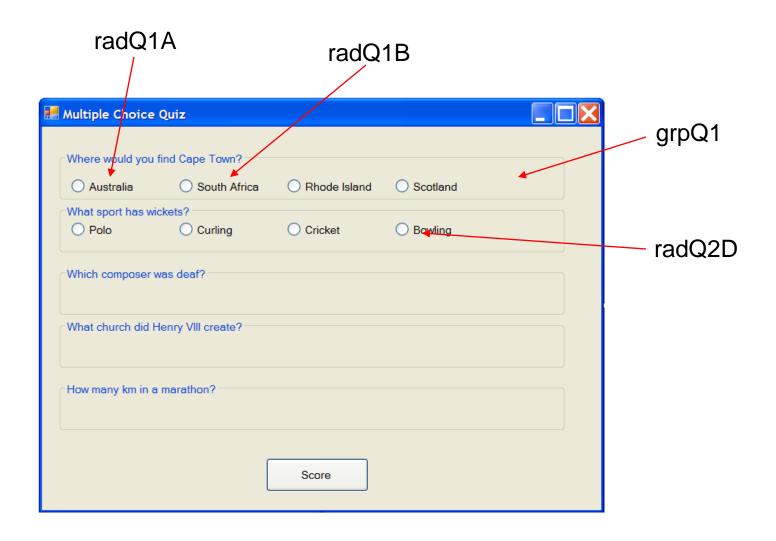
## The Quiz



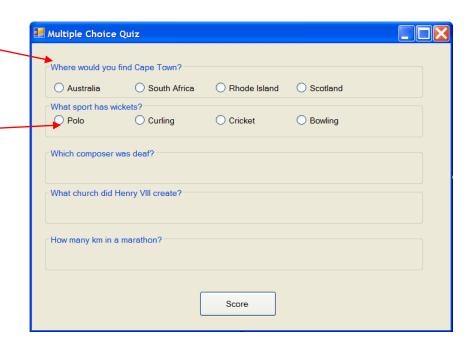
## **Naming Objects**



## **TextProperties**

The Text property of each group box becomes the question.

The Text property of the radio buttons become the answers to choose from.



Make sure the radio buttons go into the correct group box for that particular question.

# **Properties**

object	property	value
grpQ1 grpQ2 grpQ3 grpQ4 grpQ5	Text Text Text Text Text	Where would you find Cape Town? What sport has wickets? Which composer was deaf? What church did Henry VIII create? How many km in a marathon?
radQ1A radQ1B radQ1C radQ1D	Text Text Text Text	Australia South Africa Rhode Island Scotland

Continue as above for the rest of the radio buttons.

btnShow Text Show

#### Some Code

The variable score will keep track of the points accumulated.

```
Public Class Form1
               Dim score As Integer
                                                                         3 marks for a correct answer
                                                                         and -1 for a wrong answer.
               Private Sub btnScore_Click(ByVal sender_As
                   If (radQ1B.Checked = True) Then
                                                                          B' is the right answer
Question
                        score = score + 3
#1
                    Else
                        score = score - 1
                    End If
                   If (radQ2C.Checked = True) Then
                       score = score + 3
Question
                                                                           'C' is the right answer
                    Else
#2
                        score = score - 1
                    End If
                   MsgBox("Your Score is " & score)
               End Sub
           End Class
                                              Tally points and display score
```

```
□Public Class Form1
     Dim score As Integer
     Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
         score = 0
     End Sub
     Private Sub btnScore_Click(sender As Object, e As EventArgs) Handles btnScore.Click
         If radQ1b.Checked = True Then
             score += 1 'same as saying score = score + 1
         End If
         If radQ2a.Checked = True Then
             score += 1
         End If
         If radQ3d.Checked = True Then
             score += 1
         End If
         If radQ4a.Checked = True Then
             score \pm = 1
         End If
         If radQ5b.Checked = True Then
             score += 1
         End If
         MsgBox("Your Score is " & score)
     End Sub
 End Class
```

#### Homework

Create a 4 question Millionaire style game. Each time a player answers correctly they get to move onto the next question. As soon as they answer a question incorrectly they lose all points.

```
If (question1 = correct) Then
        If (question2 = correct) Then
          If (question3 = correct) Then
             If (question4 = correct) Then
               You(win)
             Else
               You lost on the fourth question
             End If
          Else
             You lost on the third question
          End If
       Else
          You lost on the second question
       End If
     Else
       You lost on the first question
     End If
```

## Simplify

Concentrate on the little steps. Start with a 2 question game.

```
Public Class Form1

Dim q1 As String

Dim q2 As String
```

## Message Box

**MsgBox()** is a function which displays a dialog box to the user that contains a short message that you specify. **MsgBox** can be used as a **procedure** or a **function**.

As a procedure,

The syntax is:

MsgBox msg, type, title

For example:

MsgBox "Hello there world", vbInformation, "Greetings"

#### MessageBox Function

#### As a function

The syntax is:

Answer = MsgBox(msg, type, title)

If you need to know whether the user has clicked on the OK button or the Cancel button then you should use Msg as a function.

#### Sample:

Returnvalue = MsgBox ("Name entered is" & Name, vbYesNoCancel, "Name check")

if returnvalue = 2 then exit