





# The Quiz

 **Multiple Choice Quiz**   

Where would you find Cape Town?

Australia       South Africa       Rhode Island       Scotland

What sport has wickets?

Polo       Curling       Cricket       Bowling

Which composer was deaf?

What church did Henry VIII create?

How many km in a marathon?

# Naming Objects

radQ1A

radQ1B

grpQ1

radQ2D

The image shows a window titled "Multiple Choice Quiz" with a blue title bar and standard window controls. The window contains four questions, each in a separate light-colored box:

- Question 1: "Where would you find Cape Town?" with four radio button options: "Australia", "South Africa", "Rhode Island", and "Scotland".
- Question 2: "What sport has wickets?" with four radio button options: "Polo", "Curling", "Cricket", and "Bowling".
- Question 3: "Which composer was deaf?" with an empty text input field.
- Question 4: "What church did Henry VIII create?" with an empty text input field.

At the bottom center of the window is a button labeled "Score".

External labels with red arrows point to specific elements:

- "radQ1A" points to the "Australia" radio button.
- "radQ1B" points to the "South Africa" radio button.
- "grpQ1" points to the first question's container box.
- "radQ2D" points to the "Bowling" radio button.

# TextProperties

The Text property of each group box becomes the question.

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

Multiple Choice Quiz

Where would you find Cape Town?

Australia  South Africa  Rhode Island  Scotland

What sport has wickets?

Polo  Curling  Cricket  Bowling

Which composer was deaf?

What church did Henry VIII create?

How many km in a marathon?

Score

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

# Properties

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

Continue as above for the rest of the radio buttons.

btnShow	Text	Show
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# Some Code

The variable score will keep track of the points accumulated.

```
Public Class Form1  
    Dim score As Integer
```

```
Private Sub btnScore_Click(ByVal sender As  
    If (radQ1B.Checked = True) Then  
        score = score + 3  
    Else  
        score = score - 1  
    End If
```

3 marks for a correct answer  
and -1 for a wrong answer.  
'B' is the right answer

```
    If (radQ2C.Checked = True) Then  
        score = score + 3  
    Else  
        score = score - 1  
    End If
```

'C' is the right answer

```
    MsgBox("Your Score is " & score)  
End Sub  
End Class
```

Tally points and display score

Question  
#1

Question  
#2

```
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 += 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


---


    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As
        q1 = InputBox("How do you spell Mr. Wright's last name?")
        If (q1 = "Wright") Then
            q2 = InputBox("What is the name of Danille's dog?")
            If (q2 = "Yukon") Then
                MsgBox("You got both questions right!")
            Else
                MsgBox("You got one question right!")
            End If
        Else
            MsgBox("You got the first question wrong!")
        End If
    End Sub
```



# 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
```