# PROGRAMMING ASSIGNMENT:
MOVIE QUIZ

For this assignment you will be responsible for creating a **Movie Quiz** application that tests the user's knowledge of movies. Your program will require two arrays: one that stores ten movie titles and another that stores ten movie stills. The objective of the quiz is for the user to correctly identify each of the ten movies within ten (10) seconds. Once the user has completed the quiz, a message should be outputted to the user indicating how he/she fared on the quiz.

The interface has already been provided for you together with the ten images. They are in a folder called **Movie Quiz** in your UNIT 5 folder. If you want to use different movies for your quiz game, you can visit the following website and save the images in the project folder: http://moviescreenshot.com/archive.php.

When the program starts and the user clicks the **START** button, the first movie should be outputted to the user and the clock needs to start counting down from 10:
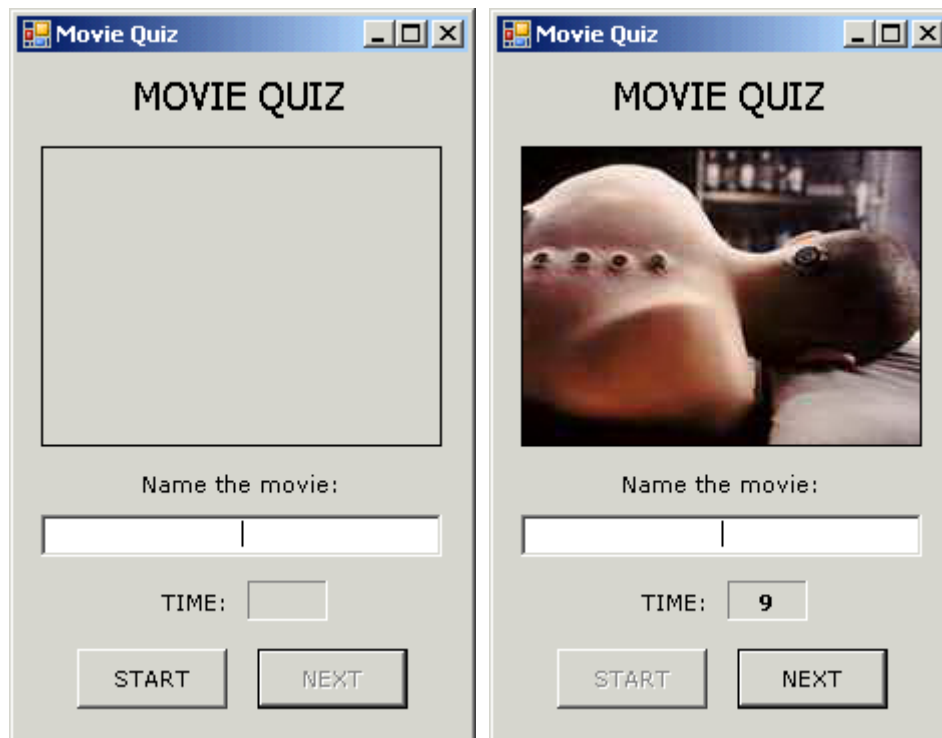

If the user guesses the correct answer, the following message should be outputted to the user and the number of correct answers should go up by one.
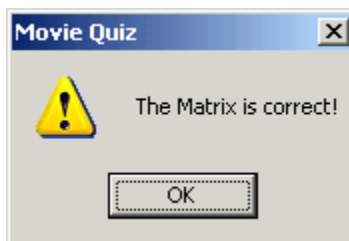
If the user guesses the incorrect movie, the following message should be outputted to the user:
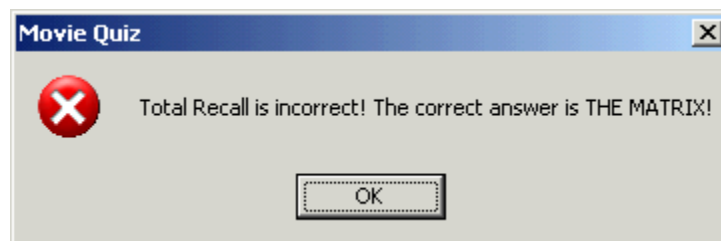
If the user does not input an answer within 10 seconds, the following message should be outputted to the user before the next question is displayed:
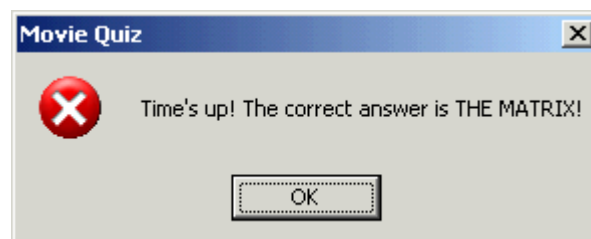
Once the user has completed the quiz, one of the following messages needs to be outputted to the user:

If the user answers less then five questions correctly, the message should be *"GAME OVER! You failed the quiz by only answering _____ questions correctly out of 10!"*

If the user answers 5 to 7 questions correctly, the message should be *"GAME OVER! You answered _____ questions correctly out of 10!"*

If the user answers 8 to 10 questions correctly, the message should be *"GREAT JOB! You answered _____ questions correctly out of 10!"*

Save the program in a folder called **Movie Quiz** in your UNIT 5 folder.

Here's the pseudo code which should help you as you're writing the code:

```
Private Sub MovieQuiz_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load

    Initialize array of movie titles
    Initialize array of images
    Set the number of correct answers to 0
    Set the question number to 0
    Set seconds to 10

End Sub
```

```
Private Sub btnStart_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnStart.Click

    Disable the START button
    Enable the NEXT button
    Output the first movie image
    Output the number of seconds
    Enable/start the timer

End Sub
```

```
Private Sub btnNext_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnNext.Click

    Store the answer that the user enters in the text box in a variable
    Disable/stop the timer

    If the user didn't answer the question in time Then
        Output a message indicating that the time's up and output the answer
    Else
        If the user's answer is correct Then
            Output message to the user that he/she is correct
```

```
            Increase the number of correct answers by 1
        Else
            Output message to the user that he/she is incorrect
        End If
    End If

    If the user is at the last question Then
        If the user got less than 5 answers correct Then
            Output message to the user that he/she failed the quiz
        ElseIf the user got 5-7 answers correct Then
            Ouptut message to the user indicating how many he/she got right
        Else
            Output message to the user indicating how many he/she got right
        End If

        Output message thanking the user for playing
        Exit the program
    Else
        Increase the question number by one
        Set the number of seconds back to 10
        Clear the text box and reset focus to the text box
        Output the next movie image
        Output the number of seconds
        Enable/start the timer
    End If

End Sub
```

```
Private Sub tmrTimer_Tick(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles tmrTimer.Tick

    Decrease the number of seconds by 1
    Output the number of seconds in the label

    If seconds equals 0 Then
        Perform click on the NEXT button
    End If

End Sub
```

MOVIE QUIZ PROGRAM RUBRIC

NAME: _____   TOTAL: / 40

CATEGORY	CRITERIA	< LEVEL 1 0 – 49%	LEVEL 1 50 – 59%	LEVEL 2 60 – 69%	LEVEL 3 70 – 79%	LEVEL 4 80 – 100%	MARK
Knowledge and Understanding	Demonstrates an understanding of how to write a program(s) that uses arrays, timers and String methods	• Demonstrates little or no understand-ing of how to use arrays, timers and String methods **0-4.9**	• Demonstrates limited understand-ing of how to use arrays, timers and String methods **5.0-5.9**	• Demonstrates some understand-ing of how to use arrays, timers and String methods **6.0-6.9**	• Demonstrates considerable understand-ing of how to use arrays, timers and String methods **7.0-7.9**	• Demonstrates thorough understand-ing of how to use arrays, timers and String methods **8.0-10**	**/10**
Thinking	The program meets all the required specifications Validates program to ensure the program produces correct results	• Program meets little or none of the required specifications • Validates program with little or no success **0-4.9**	• Program meets a limited number of the required specifications • Validates program with limited success **5.0-5.9**	• Program meets some of the required specifications • Validates program with some success **6.0-6.9**	• Program meets most of the required specifications • Validates program with considerable success **7.0-7.9**	• Program meets all of the required specifications • Validates program with great success **8.0-10**	**/10**
Communication	Provides internal documentation that clearly explains program logic	• Documents program logic with little or no success **0-4.9**	• Documents program logic with limited success **5.0-5.9**	• Documents program logic with some success **6.0-6.9**	• Documents program logic with considerable success **7.0-7.9**	• Documents program logic with great success **8.0-10**	**/10**
Application	Effectively applies programming skills and knowledge of Visual Basic to create a program	• Applies programming knowledge and skills with little or no success **0-4.9**	• Applies programming knowledge and skills with limited success **5.0-5.9**	• Applies programming knowledge and skills with some success **6.0-6.9**	• Applies programming knowledge and skills with considerable success **7.0-7.9**	• Applies programming knowledge and skills with great success **8.0-10**	**/10**

CURRICULUM EXPECTATIONS THAT ARE COVERED IN THIS ASSIGNMENT:

B1.4   Determine the expressions and instructions to use in a programming statement, taking into account the order of operations.
B1.5   Identify situations in which decisions and looping structures are required.
B2.2   Use variables, expressions, and assignment statements to store and manipulate numbers and text in a program.
B2.3   Write keyboard input and screen output statements that conform to program specifications.
B2.4   Write a program that includes a decision structure for two or more choices.
B2.5   Write programs that use looping structures effectively.
B3.1   Write clear and maintainable code using proper programming standards.
B3.2   Write clear and maintainable internal documentation to a specific set of standards.
B3.3   Use a tracing technique to understand program flow and to identify and correct logic and run-time errors in a computer program.
B3.4   Demonstrate the ability to validate a computer program using test cases.