

# Programming Logic - Beginning

152-101

## Quiz Statistics Program

20 points
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### General Program Requirements

Create a program to help an instructor analyze the results of quizzes. All of this instructor's quizzes are currently worth 30 points. The program should allow the instructor to enter the quiz date and quiz scores for five students. The program should display the percentage each student earned on the quiz, the total points earned by all the students combined, the average score on the quiz and the average percentage on the quiz. Additionally, the program should provide a reminder to the instructor when to schedule the next quiz (2 weeks from this quiz's date).

### Program Design

- Follow the design you created for this program in Unit 3.
- If necessary, update the design
- **Submit the design with your program**

### Detailed Program Requirements

When the form loads, use a single label to display the maximum quiz value in an appropriate location on the form in this format: (Max: ##)

Provide a button to clear the form input and output fields. Reset the quiz date field to the current date.

Make the calculate button the form's Accept Button. Make the Clear button the form's Cancel button.

Format all percentages with one decimal place and the percent sign. Format all dates using the short date format.

Include an appropriate image on the form. Create a professional appearance for the form.

If the instructor enters invalid quiz scores, display an appropriate error message.

Include a Welcome Screen for this project. You may use your Unit 3 Welcome screen, but customize the welcome screen for this program. Display the Welcome Screen for 5 seconds. Provide buttons to exit the program without launching the main form and another button to start the program immediately, without waiting for the timer.

Follow the class [programming standards](#), incorporating all highlighted standards.

#### Challenge Points - 1 point EACH

- Add a version number display in an appropriate place on the main form. You may only earn this challenge point once for Unit 4 assignments.
- Display the next quiz date in a *custom format* of your choice. You may only earn this challenge point once for Unit 4 assignments.
- Anchor the form buttons, the version number (if provided) and any other appropriate objects to the appropriate locations of the form so they move appropriately when the form is resized. You may only earn this challenge point once for Unit 4 assignments.