Group #9 — Pseudocode

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1 main()

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-> user opened exec

    display:
        buttons for gamemodes
            _time, _rank, _practice, _calc
        text for points
        title text
        text for button labels
        hover over options for instructions (??)

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    while (user not exit) {
        CaseA = time_mode()
        CaseB = rank_mode()
        CaseC = practice_mode()
        CaseD = calculator()

        if (user picks "time_mode()")
            display time_mode()

        if (user picks "rank_mode")
            display rank_mode()

        if (user picks "practice_mode")
            display practice_mode()

        if (user picks "calculator"
            display calculator()
    }

    close program

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2 time_mode() + _start→time_mode()

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-> user clicked _time button

    display:
        buttons for _start and _back
        text for instructions & "ready to start"

    while (user not _back) {
        if (user picks "_start")
            display:
                _start->time_mode() // starting screen for time_mode()
    }

-> user clicked _start->time_mode()

    display:
        one question
        input answer
        button for submit

    variation 1:
        print question
        while (time is not 0) {
            while (user inputs answer) {
                if (answer correct)
                    if (user has answered all questions)
                        print congrats!
                        return to main()
                    else
                        print nice! next problem...
                        repeat--;
                else
                    print try again... clock is ticking
            }
        }

    variation 2:
        print ALL questions
        if (user does not input all answers)
            print "you didn't answer all questions"
        if (user is done)
            check answers
            if (incorrect answers)
                print incorrect answers
            else
                print congrats you got all them correct!
        return to main()
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3 quiz_mode() + _start_quiz_mode()

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--> user clicked quiz_mode()

    display:
        buttons for _start and _back AND _print_sheet
        text for instructions & "ready to start" & print pdf sheet

    if (user print pdf sheet)
        if (user hasn't taken test)
            print u have not taken test
        else
            pdf testsheet.pdf

    while (user not _back) {
        if (user picks _start)
            display:
                _start->quiz_mode()
    }

--> user clicked _start->quiz_mode()

    display:
        all questions in a grid form
        text with the problems
        input for the answers

    if (user does not input all answers)
        print "you didn't answer all questions"
        if (user is done)
            check for answers
            if (incorrect answers)
                print incorrect answers
            else
                print congrats!
            save answers to log
            update rank points
            return to main()

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4 practice_mode() + _start_practice_mode()

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--> user clicked practice_mode()

    display:
        buttons for _start and _back
        text for instructions & "ready to start"

    while (user not _back) {
        if (user picks _start)
            display:
                _start->practice_mode()
    }

--> user clicked _start->practice_mode()

    display:
        all questions in a grid form
        text with the problems
        input for the answers

    if (user does not input all answers)
        print "you didn't answer all questions"
        if (user is done)
            check for answers
            if (incorrect answers)
                print incorrect answers
            else
                print congrats!
            return to main()

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5 calculator()

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--> user clicked calculator()

    display:
        new window w/ either...
            windows: built in calculator
            mac: built in calculator
            linux: made from scratch calculator (so we actually code something)

    while (user did not close calc) {
        do anything user wants with buttons on calculator
    }

    close calculator

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