

## writing your own quiz

- modify “quiz.htm”
  - change the “form” line to refer to your quiz files, instead of the wmst201quiz files
  - write your own questions
- modify “quiz\_results.html” - we’ll get to how shortly

## modifying quiz.html

```
<tr>
  <td valign=top height="25"><strong>1.</strong></td>
  <td colspan=4 height="25">What is HTML? </td>
</tr>
<tr>
  <td></td>
  <td><input type=radio name=0 value=0> </td>
  <td><input type=radio name=0 value=1> HyperText Markup Language
  </td>
  <td><input type=radio name=0 value=2> High Tech Manufacture L
  </td>
  <td><input type=radio name=0 value=3> </td>
</tr>
```

change the question...

...and the answers

## wmst201quiz\_result .html

- the head of the HTML document contains a function, called *handleQuestion*
- for each question, *handleQuestion*
  - calculates the quiz result
  - displays the result

## wmst201quiz\_result.html

- the rest of the file contains many calls to *handleQuestion*, preceded by some “set-up” code:

```
var answers = new Array("(unanswered)"), score = 0, correct=0;
...
correct= 4;
answers[1] = "Word";
answers[2] = "Excel";
answers[3] = "PowerPoint";
answers[4] = "Firefox";
score += handleQuestion(3, "What do you use to browse an HTML
file", correct, answers);
document.writeln("<hr>")
```

## modifying quiz\_result.html is easy...

```
correct = 4;
answers[1] = "Word";
answers[2] = "Excel";
answers[3] = "PowerPoint";
answers[4] = "Firefox";
score += handleQuestion (3, "What do you use to browse an HTML file"
correct, answers, gradeText);
```

change the number of the correct answer....

change the answers....

...and the question!

## the *handleQuestion* function:

- collects the data pertaining to the question
- writes out the HTML code for the question
- returns 1 if answer is correct, 0 otherwise

### Question 1:

What is HTML?  
The correct answer is  
HyperText Markup Language  
You answered:  
HyperText Markup Language

## the *handleQuestion* function

### Question 1:

What is HTML?

The correct answer is

HyperText Markup Language

You answered:

HyperText Markup Language

data needed:

- the question number
- the question *parameters to the function*
- the number of the correct answer
- all of the possible answers (numbered 1...4)

- the number of the respondent's answer  
*part of the extended URL*

## data used by *handleQuestion*

### *parameters to the function*

- the question number: *number*
- the text of the question: *text*
- the number of the correct answer: *correctAnswerNumber*
- the answers: *answers*

### *part of extended URL (web address)*

- the number of the respondent's answer *userAnswerNumber*

## parameters to *handleQuestion*

`handleQuestion(3, "What do you use to browse an HTML file", correct, answers)`

- the stuff in parentheses is the *parameters* to the *handleQuestion* function
- when *handleQuestion* is called with these parameters:
  - 3 becomes the value of variable *number*
  - "What do you use to browse an HTML file" becomes the value of variable *text*
  - the value of *correct* becomes the value of variable *correctAnswerNumber*

## other data used in *handleQuestion* function

- a score: *questionScore*
- *i, j*: used to help get the user's answer from the URL (we will ignore the details for now)

## *handleQuestion* function:

Can you find the following things in the *handleQuestion* function?

- parameters passed to *handleQuestion*
- variables, variable declaration statement
- strings (in quotes)
- assignment statements
- if (control flow) statement

## grand challenges!

design code for a quiz in which ...

- ... the user can select at most one answer per question, but more than one may be correct

or:

- ... zero or more answers per question may be correct and the user must select all correct answers

or:

- ... each answer is worth between 1 and 4 points and the feedback to the user depends on the total score