

Making a quiz

Javascript simple Quiz

Jquery JSON data Quiz

Making a quiz

General Knowledge Quiz

1) What is the difference between a jungle and a rain forest?

- a) No difference. Simply two different ways in referring to the same thing.
- b) A jungle in general receives less rain than a rain forest.
- c) A jungle refers to the thickest area of a rain forest
- d) A jungle and a rain forest each contain their own group of distinct plants and animals.

2) What is the world's most common religion?

- a) Christianity
- b) Buddhism
- c) Hinduism
- d) Muslim

3) Which city ranks as the world's most populous city (2002)?

- a) New York (US)
- b) Mexico City (Mexico)
- c) Tokyo (Japan)
- d) Shanghai (China)

Grade Me!

Reset

Quiz script provided by
JavaScriptKit.com

Instant Quiz Results

of questions you got right:

The questions you got wrong:

Grade in percentage:

Take the quiz again

View solution

Quiz script provided by
JavaScriptKit.com

Making a quiz

popquiz.htm – HTML forms with questions

results.htm - results/grades

quizconfig.js – javascript functions

JavaScriptKit.com

Multiple Choice Quiz Script

<http://www.javascriptkit.com>



The screenshot shows a web page titled "Instant Quiz Results". It features three rows of data with light green highlights on the labels. The first row shows "# of questions you got right:" with a value of "2 out of 3". The second row shows "The questions you got wrong:" with a value of "1,". The third row shows "Grade in percentage:" with a value of "66.66666666". Below the data are two buttons: "Take the quiz again" and "View solution". At the bottom, it says "Quiz script provided by JavaScriptKit.com".

Instant Quiz Results	
# of questions you got right:	2 out of 3
The questions you got wrong:	1,
Grade in percentage:	66.66666666

[Take the quiz again](#) [View solution](#)

Quiz script provided by [JavaScriptKit.com](http://www.javascriptkit.com)

Making a quiz

flexible quiz with the results instantly graded on separate HTML page linked to Quiz page

- supports arbitrary number of questions, each with an arbitrary number of choices.
- Solution embedded in external .js file, making "cheating" difficult Separates the questions and result into two separate pages. Uses cookies to transmit information from the former to later.
- Instant quiz results and grade, shown on results page.
- "View solution" feature on results page, with solutions to questions the user incorrectly answered highlighted in red.

JavaScript quiz

1. Javascript file quizconfig.js is attached
3. Script with variable actualchoices is an Array() to store answers checks if cookie functionality is enabled

```
15  
16 <script src="quizconfig.js">  
17 </script>
```

```
18  
19 <script>
```

```
20  
21 /*****  
22 * JavaScriptKit.com Multiple Choice Q  
23 * Copyright 2003 JavaScript Kit- http  
24 * This notice and footnote must stay  
25 * Visit JavaScript Kit (http://www.ja  
26 *****/
```

```
28 var actualchoices=new Array()  
29 document.cookie="ready=yes"  
30 </script>
```

```
31
```

JavaScript quiz

1. Form "myquiz" uses method "POST"
2. 3 divs. Each has one question and 4 multiple choice radio buttons for a, b, c, and d answers
3. Button "Grade Me!" triggers gradeit() function when onClick event is fired

```
45 <form method="POST" name="myquiz">
46 <font face="Arial"><big><big>General Knowledge Quiz</big></big></font></p>
47
48 <div class="qheader">
49 1) What is the difference between a jungle and a rain forest?</div>
50 <div class="qselections">
51 <input type="radio" value="a" name="question1">a) No difference. Simply two different ways in r
52 <input type="radio" value="b" name="question1">b) A jungle in general receives less rain than a
53 <input type="radio" value="c" name="question1">c) A jungle refers to the thickest area of a rai
54 <input type="radio" value="d" name="question1">d) A jungle and a rain forest each contain their
55 </div>
56 <br>
57
58 <div class="qheader">
59 2) What is the world's most common religion?</div>
60 <div class="qselections">
61 <input type="radio" value="a" name="question2">a) Christianity<br>
62 <input type="radio" value="b" name="question2">b) Buddhism<br>
63 <input type="radio" value="c" name="question2">c) Hinduism<br>
64 <input type="radio" value="d" name="question2">d) Muslim<br>
65 </div>
66 <br>
67
68 <div class="qheader">
69 3) Which city ranks as the world's most populous city (2002)?</div>
70 <div class="qselections">
71 <input type="radio" value="a" name="question3">a) New York (US)<br>
72 <input type="radio" value="b" name="question3">b) Mexico City (Mexico)<br>
73 <input type="radio" value="c" name="question3">c) Tokyo (Japan)<br>
74 <input type="radio" value="d" name="question3">d) Shanghai (China)<br>
75 </div>
76
77 </form>
78
79 <form>
80 <div align="center">
81 <input type="button" value="Grade Me!" name="B1" onClick="gradeit()"> <input type="button" valu
82 </div>
83 </form>
```

JavaScript quiz

1. Variable `totalquestions` controls total number of quiz questions

2. Variable `correctchoices` is an `Array()` that holds solutions (a, b, c)

3. Variable `thequestion` uses `eval()`. The `eval()` function evaluates or executes an argument.

If the argument is an expression, `eval()` evaluates the expression. If the argument is one or more JavaScript statements, `eval()` executes the statements.

`Document.cookie` sets `q` value to calculate incorrect percentage

```
9  var totalquestions=3
10
11 //Enter the solutions corresponding to each question:
12 var correctchoices=new Array()
13 correctchoices[1]='c' //question 1 solution
14 correctchoices[2]='a' //question 2 solution, and so on.
15 correctchoices[3]='c'
16
17 ////Don't edit beyond here////////////////////////////////////
18
19 function gradeit(){
20 var incorrect=null
21 for (q=1;q<=totalquestions;q++){
22 var thequestion=eval("document.myquiz.question"+q)
23 for (c=0;c<thequestion.length;c++){
24 if (thequestion[c].checked==true)
25 actualchoices[q]=thequestion[c].value
26 }
27
28 if (actualchoices[q]!=correctchoices[q]){ //process an incorrect choice
29 if (incorrect==null)
30 incorrect=q
31 else
32 incorrect+="/"+q
33 }
34 }
35
36 if (incorrect==null)
37 incorrect="a/b"
38 document.cookie='q='+incorrect
39 if (document.cookie=='')
40 alert("Your browser does not accept cookies. Please adjust your browser settings.")
41 else
42 window.location="results.htm"
43 }
44 }
```

JavaScript quiz

1. For loop loops through each question to get values the user provided for each question
2. If statement checks if actualchoices are not equal (!=) to correctchoices values (declared out the of the script)
3. If incorrect choice is detected incorrect=q value is assigned
4. If incorrect==null (no wrong choice has been detected), document cookie is used to store incorrect value
5. If the browser does not accept cookies, alert is shown

```
9 var totalquestions=3
10
11 //Enter the solutions corresponding to each question:
12 var correctchoices=new Array()
13 correctchoices[1]='c' //question 1 solution
14 correctchoices[2]='a' //question 2 solution, and so on.
15 correctchoices[3]='c'
16
17 //Don't edit beyond here////////////////////////////////////
18
19 function gradeit(){
20 var incorrect=null
21 for (q=1;q<=totalquestions;q++){
22 var thequestion=eval("document.myquiz.question"+q)
23 for (c=0;c<thequestion.length;c++){
24 if (thequestion[c].checked==true)
25 actualchoices[q]=thequestion[c].value
26 }
27
28 if (actualchoices[q]!=correctchoices[q]){ //process an incorrect choice
29 if (incorrect==null)
30 incorrect=q
31 else
32 incorrect+="/"+q
33 }
34 }
35
36 if (incorrect==null)
37 incorrect="a/b"
38 document.cookie='q='+incorrect
39 if (document.cookie=='')
40 alert("Your browser does not accept cookies. Please adjust your browser settings.")
41 else
42 window.location="results.htm"
43 }
44 }
```


JavaScript quiz

1. Function showsolution()
shows answers to the quiz
2. Variable win2 opens new browser
window with Solution title, white bg
color, Solution to Quiz heading.
3. For loop loops through
totalquestions
4. Nested for loop loops through
incorrect answers
5. If there are incorrect values
(wrong==1), win2 writes to the
document correct answers for each
question and sets variable wrong to
zero

```
44
45
46 function showsolution(){
47     var win2=window.open("", "win2", "width=200,height=350, scrollbars")
48     win2.focus()
49     win2.document.open()
50     win2.document.write('<title>Solution</title>')
51     win2.document.write('<body bgcolor="#FFFFFF">')
52     win2.document.write('<center><h3>Solution to Quiz</h3></center>')
53     win2.document.write('<center><font face="Arial">')
54     for (i=1;i<=totalquestions;i++){
55         for (temp=0;temp<incorrect.length;temp++){
56             if (i==incorrect[temp])
57                 wrong=1
58             }
59             if (wrong==1){
60                 win2.document.write("Question "+i+"="+correctchoices[i].fontcolor("red")+"<br>")
61                 wrong=0
62             }
63             else
64                 win2.document.write("Question "+i+"="+correctchoices[i]+"<br>")
65             }
66         win2.document.write('</center></font>')
67         win2.document.write("<h5>Note: The solutions in red are the ones to the que")
68         win2.document.close()
69     }
```

HTML5 MCQ Quiz

Portuguese is spoken in _____

Ecuador

Brazil

Argentina

Jquery quiz

HTML5 MCQ Quiz

You have finished the quiz!

Total questions: 3

Correct answers: 1

Jquery quiz

index.html (quiz)

jquery.js (library)

controller.js (script)

main.css

activity.json (data)

Creating a Mobile Friendly

Multiple Choice Quiz Using

HTML5

<http://www.flashbynight.com/tutes/mcquiz/>

```
activity.json x
1 [{"quizlist": [
2
3     {
4       "question": "Portuguese is spoken in _____",
5       "option1": "Brazil",
6       "option2": "Argentina",
7       "option3": "Ecuador"
8     },
9     {
10      "question": "What is the capital of Peru?",
11      "option1": "Lima",
12      "option2": "Bogota",
13      "option3": "San Juan"
14    },
15    {
16      "question": "Which country is long and thin?",
17      "option1": "Chile",
18      "option2": "Uruguay",
19      "option3": "Colombia"
20    }
21  ]
22 }
23 }
```

Jquery quiz

main.css

Making it work in mobile:

Add 'media queries' and set different CSS rules depending on the width of the screen (CSS styles)

when the width is less than 800px, we change the rules to percentages, so that it will fill 98% of the container with a 1% margin on each side

because css options are 400 pixels wide, we need to switch to percentage-based widths when the screen is small. We'll do it when the screen is smaller than 460 pixels wide to take into account the widths added by the margins.

800 and 460 are our 'breakpoints', since the layout will be redefined at these widths.

```
87
88 .feedback1{
89 width:150px;
90 padding:5px;
91 font-size:30px;
92 color:#FFFFCC;
93 background-color:#009900;
94 font-family:Arial, Helvetica, sans-serif;
95 text-align:center;
96 }
97
98 .feedback2{
99 width:150px;
100 padding:5px;
101 font-size:30px;
102 color:#FFFFCC;
103 background-color:#CC3300;
104 font-family:Arial, Helvetica, sans-serif;
105 text-align:center;
106 }
107
108
109 @media screen and (max-width:800px) {
110 #topbar{margin-left:1%;margin-right:1%; width:96%;}
111 #navContent{margin:1%; width:98%;}
112 #game1{margin:1%; width:98%;}
113 #game2{margin:1%; width:98%;}
114
115 }
116
117 @media screen and (max-width:460px) {
118 .option{width:80%;margin:5%;}
119 }
```

Jquery quiz

activity.json

JSON file holds data in groups
(question database)

Each JSON element holds a
question and three options.
option1 is always the correct
answer in our database,

but the options will be
randomised when shown to
the user.

can add as many questions as
necessary

```
activity.json x
1 [{"quizlist": [
2
3     {
4       "question": "Portuguese is spoken in _____",
5       "option1": "Brazil",
6       "option2": "Argentina",
7       "option3": "Ecuador"
8     },
9     {
10      "question": "What is the capital of Peru?",
11      "option1": "Lima",
12      "option2": "Bogota",
13      "option3": "San Juan"
14    },
15    {
16      "question": "Which country is long and thin?",
17      "option1": "Chile",
18      "option2": "Uruguay",
19      "option3": "Colombia"
20    }
21  ]
22 }
23 }
```

Jquery quiz

'navContent'
holds two containers:
'game1' which will hold
the current question
and 'game2',
which will hold the
next question

```
1 <!DOCTYPE html>
2 <head>
3
4     <title>MCQ Quiz Sample</title>
5     <link href="main.css"rel="stylesheet"type="text/css"/>
6     <meta name=viewport content="width=device-width, initial-scale=1.0, maximum-scale=1.0">
7     <script src="jquery.js"></script>
8     <script src="controller.js"></script>
9
10 </head>
11 <body>
12
13 <div id="topbar">HTML5 MCQ Quiz</div>
14 <div class="spacer"></div>
15
16 <div id="navContent">
17
18 <div id="game1"></div>
19 <div id="game2"></div>
20 </div>
21
22
23 </body>
24 </html>
25
```

Jquery quiz

.ready() function starts as soon as the document is 'ready' in the browser

Definition of the various variables to use

to get the data from our JSON file into a useable format in controller.js.

```
1 $(document).ready(function () {
2
3   var questionNumber=0;
4   var questionBank=new Array();
5   var stage="#game1";
6   var stage2=new Object;
7   var questionLock=false;
8   var numberOfQuestions;
9   var score=0;
10
11
12   $.getJSON('activity.json', function(data) {
13
14     for(i=0;i<data.quizlist.length;i++){
15       questionBank[i]=new Array;
16       questionBank[i][0]=data.quizlist[i].question;
17       questionBank[i][1]=data.quizlist[i].option1;
18       questionBank[i][2]=data.quizlist[i].option2;
19       questionBank[i][3]=data.quizlist[i].option3;
20     }
21     numberOfQuestions=questionBank.length;
22
23
24     displayQuestion();
25   })//gtjson
26
```


2D array

One dimensional array:

```
questionBank = ["cat","dog","fox"]; (questionBank[1]= "dog")
```

Two dimensional array:

```
questionBank=[["cat", "dog", "fox"], ["lion", "tiger", "zebra"],[ "kangaroo", "koala",  
"wallaby"]]; (questionBank[1][2]= "zebra")
```

Jquery quiz

Once the array is full, we can use its length to determine the number of questions

Function displayQuestions() call the function to display a question

```
1  $(document).ready(function () {
2
3  var questionNumber=0;
4  var questionBank=new Array();
5  var stage="#game1";
6  var stage2=new Object;
7  var questionLock=false;
8  var numberOfQuestions;
9  var score=0;
10
11
12  $.getJSON('activity.json', function(data) {
13
14    for(i=0;i<data.quizlist.length;i++){
15      questionBank[i]=new Array;
16      questionBank[i][0]=data.quizlist[i].question;
17      questionBank[i][1]=data.quizlist[i].option1;
18      questionBank[i][2]=data.quizlist[i].option2;
19      questionBank[i][3]=data.quizlist[i].option3;
20    }
21    numberOfQuestions=questionBank.length;
22
23
24    displayQuestion();
25  })//gtjson
26
```

Jquery quiz

declare a variable rnd and use it to generate a random number between 0 and 2

round up this number using Math.ceil() so that we are left with an integer between 1 and 3

use this random number to choose the pattern in which the options are displayed.

```
27
28 function displayQuestion(){
29     var rnd=Math.random()*3;
30     rnd=Math.ceil(rnd);
31     var q1;
32     var q2;
33     var q3;
34
35     if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=questionBank[questionNumber][3];}
36     if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=questionBank[questionNumber][3];}
37     if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=questionBank[questionNumber][3];}
38
39     $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div id="1"
40
41     $('.option').click(function(){
42         if(questionLock==false){questionLock=true;
43         //correct answer
44         if(this.id==rnd){
45             $(stage).append('<div class="feedback1">CORRECT</div>');
46             score++;
47         }
48         //wrong answer
49         if(this.id!=rnd){
50             $(stage).append('<div class="feedback2">WRONG</div>');
51         }
52         setTimeout(function(){changeQuestion()},1000);
53     })
54 }//display question
55
56
57
```

Jquery quiz

use this random number to choose the pattern in which the options are displayed.

If rnd is equal to one, then q1 refers to the first option, which is also the answer.

If rnd is equal to two, then q2 is the answer and q1 and q3 are the distractor options, and so on.

```
27
28 function displayQuestion(){
29     var rnd=Math.random()*3;
30     rnd=Math.ceil(rnd);
31     var q1;
32     var q2;
33     var q3;
34
35     if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=questionBank
36     if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=questionBank
37     if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=questionBank
38
39     $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div id="1"
40
41     $('.option').click(function(){
42         if(questionLock==false){questionLock=true;
43         //correct answer
44         if(this.id==rnd){
45             $(stage).append('<div class="feedback1">CORRECT</div>');
46             score++;
47         }
48         //wrong answer
49         if(this.id!=rnd){
50             $(stage).append('<div class="feedback2">WRONG</div>');
51         }
52         setTimeout(function(){changeQuestion();},1000);
53     })
54 }//display question
55
56
57
```

Jquery quiz

We are going to add content to the 'stage', which references #game1. We add HTML content to the page dynamically through our code, first adding the question text and then adding the options and formatting information

Note that each option is assigned an ID of 1,2 or 3. We will use this ID to check the answer.

```
27
28 function displayQuestion(){
29   var rnd=Math.random()*3;
30   rnd=Math.ceil(rnd);
31   var q1;
32   var q2;
33   var q3;
34
35   if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=questionBank
36   if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=questionBank
37   if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=questionBank
38
39   $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div id="1"
40
41   $('<option>').click(function(){
42     if(questionLock==false){questionLock=true;
43     //correct answer
44     if(this.id==rnd){
45       $(stage).append('<div class="feedback1">CORRECT</div>');
46       score++;
47     }
48     //wrong answer
49     if(this.id!=rnd){
50       $(stage).append('<div class="feedback2">WRONG</div>');
51     }
52     setTimeout(function(){changeQuestion();},1000);
53   })
54 }//display question
55
56
57
```

Jquery quiz

We then add a 'listener' to the class '.option'

That means it will attach to all three options on the screen. This listener will detect a 'click' – but it will also detect a touch on a mobile device.

variable questionLock is a mechanism to 'lock' the question so that, once answered, it cannot be answered again

If it is false, we set it to true and check the answer. If it is already set to true, the next part is ignored.

```
27
28 function displayQuestion(){
29     var rnd=Math.random()*3;
30     rnd=Math.ceil(rnd);
31     var q1;
32     var q2;
33     var q3;
34
35     if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=ques
36     if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=ques
37     if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=ques
38
39     $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div
40
41     $('.option').click(function(){
42         if(questionLock==false){questionLock=true;
43         //correct answer
44         if(this.id==rnd){
45             $(stage).append('<div class="feedback1">CORRECT</div>');
46             score++;
47         }
48         //wrong answer
49         if(this.id!=rnd){
50             $(stage).append('<div class="feedback2">WRONG</div>');
51         }
52         setTimeout(function(){changeQuestion()},1000);
53     })
54 }//display question
55
56
57
```

Jquery quiz

To check the answer, we use the line:

```
if(this.id==rnd){}
```

In this case 'this' is the element which was clicked and this.id is the id number we gave the element.

The way we set up the options, if the id number coincides with our variable rnd, it is the correct answer. If not, it is the wrong answer:

```
if(this.id!=rnd){}
```

```
27
28 function displayQuestion(){
29     var rnd=Math.random()*3;
30     rnd=Math.ceil(rnd);
31     var q1;
32     var q2;
33     var q3;
34
35     if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=ques
36     if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=ques
37     if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=ques
38
39     $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div
40
41     $('.option').click(function(){
42         if(questionLock==false){questionLock=true;
43         //correct answer
44         if(this.id==rnd){
45             $(stage).append('<div class="feedback1">CORRECT</div>');
46             score++;
47         }
48         //wrong answer
49         if(this.id!=rnd){
50             $(stage).append('<div class="feedback2">WRONG</div>');
51         }
52         setTimeout(function(){changeQuestion()},1000);
53     })
54 }//display question
55
56
57
```

Jquery quiz

If the answer is correct, we add another piece of HTML, a `<div>` of the class `feedback1` (green background) containing the text `CORRECT`

We then increment the score (`score++`);

If the answer is wrong, we add a `<div>` of class `feedback2` (red background) and the text `WRONG`

```
27
28 function displayQuestion(){
29     var rnd=Math.random()*3;
30     rnd=Math.ceil(rnd);
31     var q1;
32     var q2;
33     var q3;
34
35     if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=questionBank[questionNumber][3];
36     if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=questionBank[questionNumber][3];
37     if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=questionBank[questionNumber][3];
38
39     $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div class="questionText">'+q1+'</div>'+q2+'</div>'+q3+'</div>');
40
41     $('.option').click(function(){
42         if(questionLock==false){questionLock=true;
43         //correct answer
44         if(this.id==rnd){
45             $(stage).append('<div class="feedback1">CORRECT</div>');
46             score++;
47         }
48         //wrong answer
49         if(this.id!=rnd){
50             $(stage).append('<div class="feedback2">WRONG</div>');
51         }
52         setTimeout(function(){changeQuestion()},1000);
53     })
54 }//display question
55
56
57
```


Jquery quiz

moving on to the next question:

wait one second after the answer has been selected, then move this question offscreen to the left while bringing in the new question onscreen from the right.

wait for 1sec and then call the function `changeQuestion()`.

```
27
28 function displayQuestion(){
29     var rnd=Math.random()*3;
30     rnd=Math.ceil(rnd);
31     var q1;
32     var q2;
33     var q3;
34
35     if(rnd==1){q1=questionBank[questionNumber][1];q2=questionBank[questionNumber][2];q3=questionBank[questionNumber][3];
36     if(rnd==2){q2=questionBank[questionNumber][1];q3=questionBank[questionNumber][2];q1=questionBank[questionNumber][3];
37     if(rnd==3){q3=questionBank[questionNumber][1];q1=questionBank[questionNumber][2];q2=questionBank[questionNumber][3];
38
39     $(stage).append('<div class="questionText">'+questionBank[questionNumber][0]+'</div><div id="1" class="questionText">'+q1+'</div>');
40
41     $('.option').click(function(){
42         if(questionLock==false){questionLock=true;
43         //correct answer
44         if(this.id==rnd){
45             $(stage).append('<div class="feedback1">CORRECT</div>');
46             score++;
47         }
48         //wrong answer
49         if(this.id!=rnd){
50             $(stage).append('<div class="feedback2">WRONG</div>');
51         }
52         setTimeout(function(){changeQuestion()},1000);
53     })
54 }//display question
55
56
57
```

Jquery quiz

The first thing is to increase the variable that tracks the question number

perform a switcheroo. If our stage variable points to #game1, we switch it to #game2 and vice versa. Likewise with a second variable stage2

stage is used to bring the new question in and stage2 to remove the old question

```
58
59
60
61 function changeQuestion(){
62
63     questionNumber++;
64
65     if(stage=="#game1"){stage2="#game1";stage="#game2";}
66     else{stage2="#game2";stage="#game1";}
67
68     if(questionNumber<numberOfQuestions){displayQuestion();}else{displayFinalSlide();}
69
70     $(stage2).animate({"right": "+=800px"},"slow", function() {$(stage2).css('right', '-800px');});
71     $(stage).animate({"right": "+=800px"},"slow", function() {questionLock=false;});
72 }//change question
73
74
75
76
77 function displayFinalSlide(){
78
79     $(stage).append('<div class="questionText">You have finished the quiz!<br><br>Total qu
80
81 }//display final slide
82
83
84
85
86
87
88
89 });//doc ready
```

Jquery quiz

The next line checks whether (questionNumber < numberOfQuestions).

If so, we can load up the next question, recycling the function we used before (displayQuestion). If not, we will display our final slide.

JQUERY, animate method is used to transition the page elements, giving the direction, speed and running a function when the transition is complete

```
58
59
60
61 function changeQuestion(){
62
63     questionNumber++;
64
65     if(stage=="#game1"){stage2="#game1";stage="#game2";}
66     else{stage2="#game2";stage="#game1";}
67
68     if(questionNumber<numberOfQuestions){displayQuestion();}else{displayFinalSlide();}
69
70     $(stage2).animate({"right": "+=800px"},"slow", function() {$(stage2).css('right', '-800px');});
71     $(stage).animate({"right": "+=800px"},"slow", function() {questionLock=false;});
72 }//change question
73
74
75
76
77 function displayFinalSlide(){
78
79     $(stage).append('<div class="questionText">You have finished the quiz!<br><br>Total qu
80
81 }//display final slide
82
83
84
85
86
87
88
89 });//doc ready
```

Jquery quiz

When the transitions are complete, we move stage2 back offscreen to the right by amending its CSS property `$(stage2).css('right', '-800px');`

We then empty its contents (`$(stage2).empty();`) and it will sit there waiting for the next question




```
69
70     $(stage2).animate({"right": "+=800px"},"slow", function() {$(stage2).css('right', '-800px');$(stage2).empty();})
71     $(stage).animate({"right": "+=800px"},"slow", function() {questionLock=false;});
72 }//change question
73
74
75
76
77 function displayFinalSlide(){
78
79     $(stage).append('<div class="questionText">You have finished the quiz!<br><br>Total questions: '+numberOfQues
```

Jquery quiz

When stage1 has completed its transition, we remove the question lock (questionLock=false) so that the next question can be answered

This mechanism we have built can be used to cycle through all the questions.

```
58
59
60
61 function changeQuestion(){
62
63     questionNumber++;
64
65     if(stage=="#game1"){stage2="#game1";stage="#game2";}
66     else{stage2="#game2";stage="#game1";}
67
68     if(questionNumber<numberOfQuestions){displayQuestion();}else{displayFinalSlide();}
69
70     $(stage2).animate({"right": "+=800px"},"slow", function() {$(stage2).css('right','-800px');
71     $(stage).animate({"right": "+=800px"},"slow", function() {questionLock=false;});
72 }//change question
73
74
75
76
77 function displayFinalSlide(){
78
79     $(stage).append('<div class="questionText">You have finished the quiz!<br><br>Total que
80
81 }//display final slide
82
83
84
85
86
87
88
89 });//doc ready
```



Jquery quiz

We should display a score page when the quiz has ended.

append a piece of code that offers a message and tells us our score, using the variable we have been tracking

```
58
59
60
61 function changeQuestion(){
62
63     questionNumber++;
64
65     if(stage=="#game1"){stage2="#game1";stage="#game2";}
66     else{stage2="#game2";stage="#game1";}
67
68     if(questionNumber<numberOfQuestions){displayQuestion();}else{displayFinalSlide();}
69
70     $(stage2).animate({"right": "+=800px"},"slow", function() {$(stage2).css('right', '-800px');});
71     $(stage).animate({"right": "+=800px"},"slow", function() {questionLock=false;});
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79     $(stage).append('<div class="questionText">You have finished the quiz!<br><br>Total qu
80
81 }//display final slide
82
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84
85
86
87
88
89 });//doc ready
```