

```

!! this is a comment
!! create an instance of a quiz
!! each instance has default properties that can be accessed
!! properties: struct, question, source
new quiz newQuiz;

!! each property of quiz have its own properties that can have a
!! default value set by the user

!! set default structure
set newQuiz[struct] {
    PTS -> true; !! questions have points
    SHOW_PTS -> false; !! display points
    STATS -> true; !! track stats
}

!! set default questions settings
set newQuiz[question] {
    ANS -> 4; !! number of answers
    TIME -> 5; !! time for each questions in seconds
    PPS -> true; !! powerups
}

!! set source of questions
set newQuiz[source] { SRC -> "questions/examples.qts" }
!! quiz[source] has its own properties:
!! quiz[source].SRC.size: number of questions
!! quiz[source].SRC.questions: array with all questions
!! quiz[source].SRC.source: path of its source

!! create powerup
new pp1 {
    NAME -> "changeAnswer" !! name of powerup
    USAGES -> 2; !! number of times it can be used
    JOB -> changeQuestion(current, "Changing answer for no reason", 2); !! function that
dictates what powerup does
}

!! function to change answer text
new changeQuestion [return: nothing] (questionIndex, text, answerIndex) {
    new list questions = newQuiz[source].SRC.questions;
    new currentQuestion = questions/questionIndex;
    currentQuestion.answers/answerIndex/ = text;
}

```