

# Quiz App Snap Solutions

The image shows a Scratch script for a quiz application. The script is titled "quiz\_basic" and is triggered by a "when clicked" event. It begins by setting a variable named "quiz" to a list of five quiz items. Each item contains a question and its corresponding answer. The script then initializes a "score" variable to 0. It enters a "for each" loop that iterates through each item in the "quiz" list. For each item, it asks the user the question and waits for an answer. It then checks if the user's answer matches the correct answer from the quiz item. If the answer is correct, it says "Correct" for 1 second and increments the score by 1. If the answer is incorrect, it says "Incorrect" for 1 second. After the loop completes, it says "join Your score is" followed by the final score.

```
when clicked
  set quiz to
    list
      quiz item, question: How many hours in a day? answer: 24
      quiz item, question: How many weeks in a year? answer: 52
      quiz item, question: How many minutes in an hour? answer: 60
      quiz item, question: How many days in a year? answer: 365
      quiz item, question: How many seconds in a minute? answer: 60
  set score to 0
  for each item in quiz
    ask question from quiz item and wait
    if answer = answer from quiz item
      say Correct for 1 secs
      set score to score + 1
    else
      say Incorrect for 1 secs
  say join Your score is score
```

when clicked

set quiz to

- quiz item, question: How many hours in a day? answer: 24
- quiz item, question: How many weeks in a year? answer: 52
- list quiz item, question: How many minutes in an hour? answer: 60
- quiz item, question: How many days in a year? answer: 365
- quiz item, question: How many seconds in a minute? answer: 60

set question\_number to 1

set score to 0

for each item in quiz

ask join Question: question\_number question from quiz item and wait

if answer = answer from quiz item

say Correct for 1 secs

set score to score + 100 / length of quiz

else

say join Incorrect, the correct answer is answer from quiz item for 2 secs

set question\_number to question\_number + 1

say join Your score is score

quiz\_standard

when clicked

set quiz to

- quiz item, question: How many hours in a day? answer: 24
- quiz item, question: How many weeks in a year? answer: 52
- list quiz item, question: How many minutes in an hour? answer: 60
- quiz item, question: How many days in a year? answer: 365
- quiz item, question: How many seconds in a minute? answer: 60

script variables score

set question\_number to 1

set score to 0

for each item in quiz

ask join Question: question\_number question from quiz item and wait

repeat 2

if not answer = answer from quiz item

say Incorrect for 1 secs

ask join Question: question\_number question from quiz item and wait

if not answer = answer from quiz item

say join Incorrect for 3rd time! The correct answer is answer from quiz item for 2 secs

if answer = answer from quiz item

say Correct for 1 secs

set score to score + 100 / length of quiz

set question\_number to question\_number + 1

say join Your score is score

quiz\_advanced

when clicked

quiz\_challenge.

set quiz to

list

quiz item, question: How many hours in a day? answer: 24 acceptable

responses: list 24 twenty-four

quiz item, question: How many weeks in a year? answer: 52 acceptable

responses: list 52 fifty-two

quiz item, question: How many minutes in an hour? answer: 60 acceptable

responses: list 60 sixty

quiz item, question: How many days in a year? answer: 365 acceptable

responses: list 365 three hundred sixty five

quiz item, question: How many seconds in a minute? answer: 60 acceptable

responses: list 60 sixty

set question\_number to 1

set score to 0

for each item in quiz

ask join Question question\_number question from quiz item  
and wait

repeat 2

if

not acceptable responses from quiz item contains answer or  
answer from quiz item = answer

say Incorrect for 1 secs

ask join Question question\_number question from quiz item  
and wait

if

not acceptable responses from quiz item contains answer or  
answer from quiz item = answer

say join Incorrect for 3rd time! The correct answer is answer from quiz item  
2 secs

if

acceptable responses from quiz item contains answer or  
answer from quiz item = answer

say Correct for 1 secs

set score to score + 100 / length of quiz

set question\_number to question\_number + 1

say join Your score is score