

# Instructor Handbook: Writing Questions

LOBOLEARN

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## Overview

This short guide will help you get started with creating your own interactive question in LoboLearn. Each question typically includes two files:

- **question.html** — the interface students interact with
- **server.py** — defines how the question is generated and graded

## 1. Frontend: question.html

This file defines how the question is displayed to the student. Here's a simple numeric input example:

```
<pl-question-panel>
  <p>What is {{params.a}} + {{params.b}}?</p>
  <pl-number-input answers-name="ans" placeholder=""></pl-number-
    input>
</pl-question-panel>
```

## 2. Backend: server.py

This file generates the random numbers used in the question and checks the student's answer.

```
import random

def generate(data):
    a = random.randint(1, 10)
    b = random.randint(1, 10)
    data['params']['a'] = a
    data['params']['b'] = b
    data['correct_answers']['ans'] = a + b
```

### 3. How It Works

When a student loads the question:

1. `server.py` randomly generates values for `a` and `b`
2. These values are passed to `question.html` using `{{params.a}}`
3. When the student submits, the answer is compared to `a + b`

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*Need help? Contact the team at [lobolearn@unm.edu](mailto:lobolearn@unm.edu)*