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# ***Exam Edit 1.0***

## ***User Guide***

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***Nerdom Software***  
***<http://www.nerdom.net>***

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# Revision History

Revision	Description	Date
1	Original Issue	October 2004

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## Introduction

The *Exam Edit 1.0* system gives the user the ability to create practice exams for the Nerdom Cert Exams software program. In addition, the Exam Edit system incorporates *Nerdom Cert Exams 5* and *QueenFlash 2004* for simple practice exam creation. Users may create practice exams, flashcards and interactive command prompt type labs.

## ExamEdit Features

- Allows user to create practice exams, flashcards and command type labs with ease.
- Allows user to work on the exams, save and go back later to edit them.
- Allows user to build an exam for distribution, and go back to it later and edit it.
- Allows user to preview the live exam they have created as it would be previewed by another end user.

## System Requirements

- Microsoft Windows 2000/XP.
- Microsoft .NET Framework Installed.
- VB6 Runtime Environment with Microsoft Jet 4.
- Microsoft Internet Explorer.
- Video Resolution of 800 x 600 minimum (1024 x 768 recommended).
- Practice Exam Preview Resolution: 640 x 480 minimum.
- Images in Exhibits: Use maximum width 620 and height 360 with .jpg or .gif or .bmp format. If your image is too large, you can edit it in any graphics program such as MS Paint, MS Image Editor or Adobe Photoshop.

## General Information

### Recommended order for *Exam Edit 1.0* functionality:

1. Create a new exam set (unlimited – each set includes 12 modules with 6 exams each).
2. Edit an existing exam set.
3. Create/Edit new exam modules (up to 12 exam modules per exam set).
4. Create/Edit exams for each exam module (up to 6 exams per module).
5. Edit/Rename/Delete or Add a previously deleted/saved exam set.
6. Build exam set for end user distribution.

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## Definitions:

**Exam Set:** A set of 12 exam modules. Also called a collection.

**Module:** A set of 6 practice exams.

**Exam:** One practice exam in a module.

**Build:** To put the exam set into a folder for distribution.

**Icon:** A graphical image or plain text link that displays the exams for the module.

## Purpose

The purpose of the Exam Edit program is to create practice exams. Any Nerdom/Testqueen practice exam can be created.

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## The Nerdom Cert Exams Practice Exams Software

The finished program lookd similar to the following:

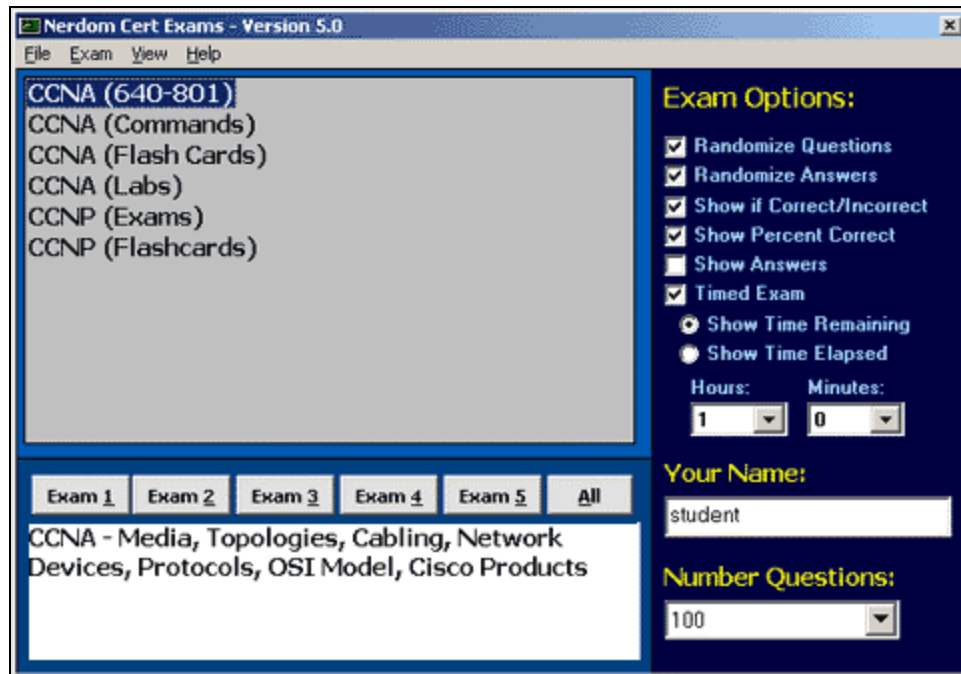


Figure 1 - Nerdom Cert Exams Launchpad

Nerdom features Random Questions and Answers, Show Answer Button, Show if Correct/Incorrect, Show Percent Correct, Show Answers, Timed Exam and also a choice of **Practice Exams** format, input type **Lab** format or **Flashcards** exam format.

The **Flashcards** exam type is a separate program and is launched from Nerdom, but does **not** use the Exam Options from the menu. This Flashcards program uses its own options. All exams launched allow for the user to view exhibits (images) for one or more questions.

Up to **12 exam modules** may be integrated into the finished practice exams program with **up to 6 exams per exam module**. One Nerdom Cert Exams program package can incorporate up to 12 exams with 6 exam buttons each. In the figure above, only 6 exams are installed. Each program is represented as an **Exam Set (or Collection)** in the Exam Edit program.

To understand how to design a practice exam, here is how the Nerdom Cert Exams program works.

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## Nerdom Color Scheme Features

One feature of the Nerdom Cert Exams program is that the fonts and colors for the Practice Exams and Labs can be user-defined. There is an option to change the colors for the exam by choosing **Exam->Colors** from the main menu. Next, select the appropriate menu for **Practice Exams** or **Interactive Labs**. When this menu is selected, a screen similar to the following is displayed:

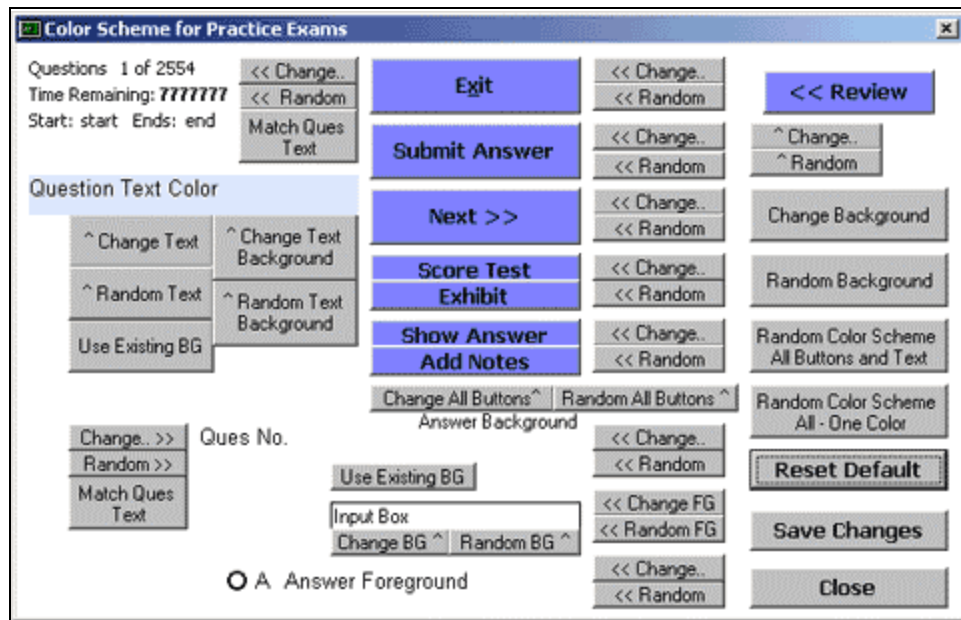


Figure 2 - Nerdom Color Scheme Selection Screen

- The **Change** buttons allow for the user to select a color from a color dialog.
- The **Random** buttons allow for the program to automatically choose a Random color for the exam item.
- The **Change All** buttons allow for a group of items to be changed at once, instead of choosing **Change** for each one.
- The **Reset Default** button will restore the original color settings and the **Save Changes** button allows for the changes made to be saved and applied to the exams.



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## Nerdom's Practice Exams Format

Shown below is a sample of the **Practice Exams** exam format:

The screenshot displays a web-based exam interface. At the top, a blue header bar contains the text "CCNA - Media, Topologies, Cabling, Network Devices, Protocols, OSI Model, Cisco Products". Below the header, a status bar indicates "Time Remaining: 00:59". The main content area shows a question numbered "9" with the text "[Exhibit] According to the exhibit, what type of cable is shown? (Click the exhibit button below to see the picture.)". Below the question, there are four radio button options: "A RJ-45 straight-through cable", "B RJ-45 crossover cable", "C RG-58A/U Thinnet cable", and "D None of the above". Option "C" is selected. Below the options is a text input field labeled "Answer" containing the text "RG-58A/U Thinnet cable". At the bottom of the interface, there is a row of buttons: "Hide Answer", "Add Notes", "Answer Submitted", "Submit Answer", "Exhibit", and "Next >>". Below these buttons is a progress bar labeled "Questions" with three blue bars, followed by the text "9 of 100" and "% Correct: 0".

Figure 3 - Nerdom Practice Exam Screen

The **Practice Exams** format allows for **Multiple Answer**, **Input Answer**, **One Answer**, **Input Answer** (e.g., fill in the blank), **True/False** and **All of the Above** type questions. An example of the **All of the Above** question type is shown above.

When the **Exhibit** button is clicked, the image (e.g., .jpg or .gif image) assigned to the question to use as an exhibit is shown.

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## Nerdom's Exam Question Types

The **One Answer** question type allows for the user to select only one correct choice from the choices. There can be up to 7 choices to choose from, but only one may be the correct answer.

The **Multiple Answer** question type allows for the user to select more than one correct answer from the list of choices. There may be up to 7 choices to choose from and up to 7 can be the correct answers.

The **Input Answer** question type allows for the user to enter a line of text in the answer box in response to the question. There may be up to two correct responses. The answer is not case sensitive. The lab exam includes all input answers.

The **All of the Above** question type will allow for the last choice to remain on the bottom while none of the answers will be randomized when the user chooses the **Randomize Answers** exam option (*See Figure 3* for an example of an **All of the Above** question type).

If it is a **True/False** question type, there will only be 2 choices (which can be True/False, Yes/No or any text desired, as long as there are only 2 choices shown). **True/False** type questions will never be randomized when the user chooses the **Randomize Answers** exam option.

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## Nerdom's Practice Exam and Lab Exhibits

After clicking the **Exhibit** button from within the **Practice Exams** or **Labs**, the following screen is displayed:

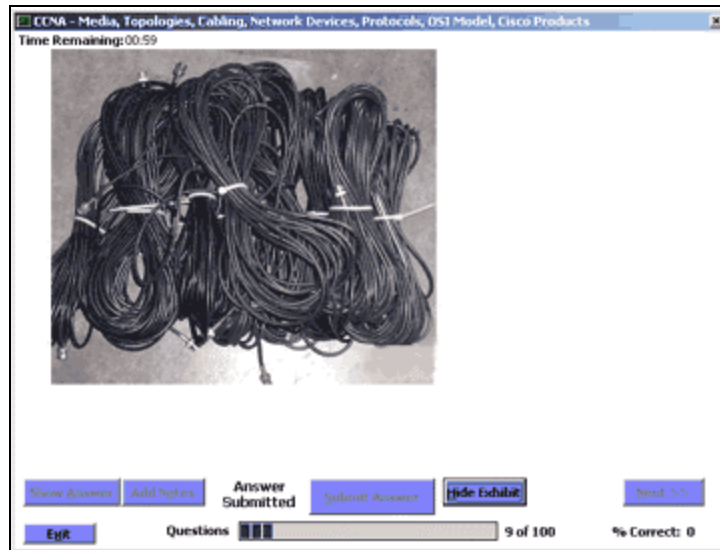


Figure 4 - Practice Exams Exhibit Screen

Click **Hide Exhibit** to hide the exhibit and return to the exam.

Click **Exit** to close the exam and return to the launchpad.

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## Nerdom's Lab Exams Format

Shown below is a sample of the **Lab** exam format:

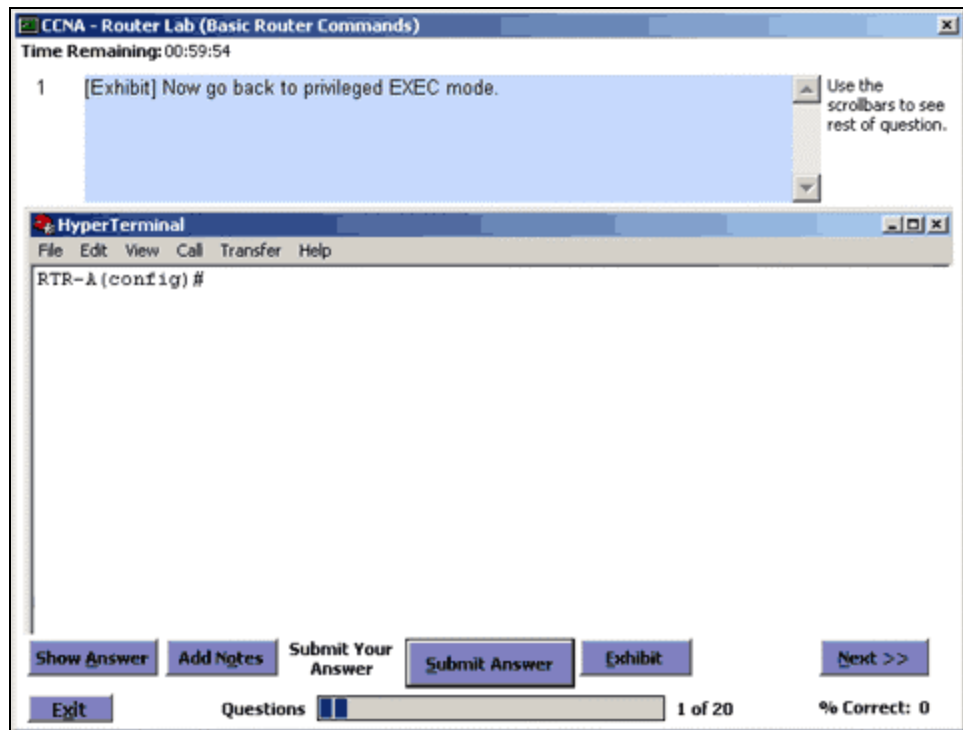


Figure 5 - Nerdom Lab Exam Screen

The **Lab** exam format allows for the user to enter one line of text commands in response to a question or lab situation.

The prompt can be changed to anything, even blank. Another example is a prompt such as **Answer:** where the user can enter the answer after the prompt. In the figure above, the prompt is RTR-A(config)#. The user would position their mouse to the right of the prompt and enter a command in response to the question.

When the **Exhibit** button is clicked, the image is shown if there is an exhibit for this question (*see Figure 4*).

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## Nerdom Flashcard Exam Format

Shown below is a sample of the **Flashcards** exam format:

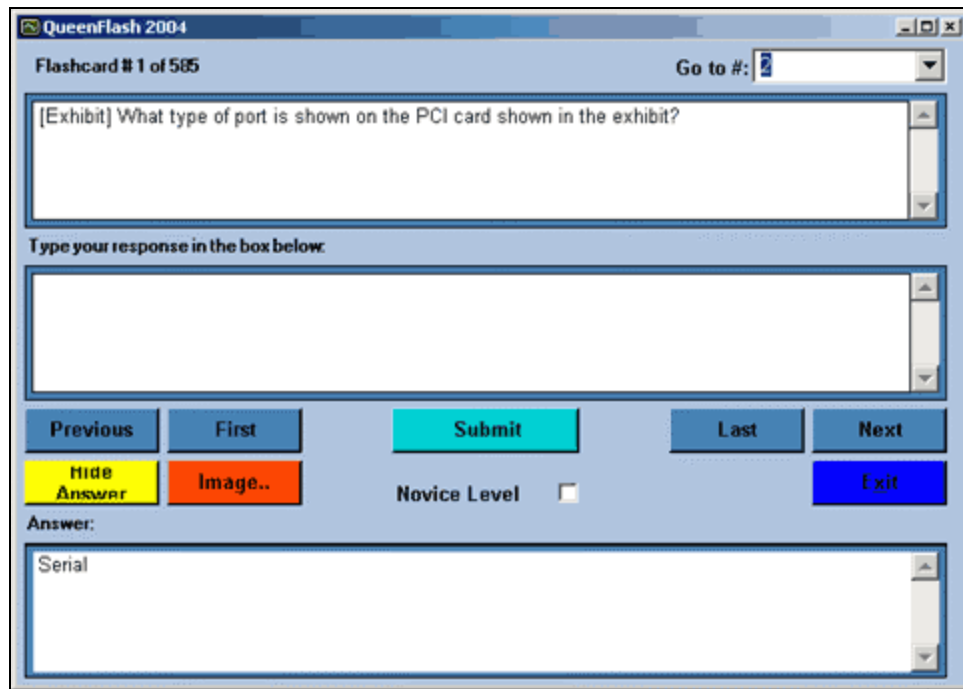


Figure 6 - Nerdom Flashcard Exam Screen

The **QueenFlash** program is a separate flashcards program aside from the Nerdom Cert Exams Software. It provides for a simple user interface.

The **Novice Level** feature allows for the user to enter only a portion of the correct answer for the answer entered to be displayed as correct. Otherwise the user has to guess and enter the full answer.

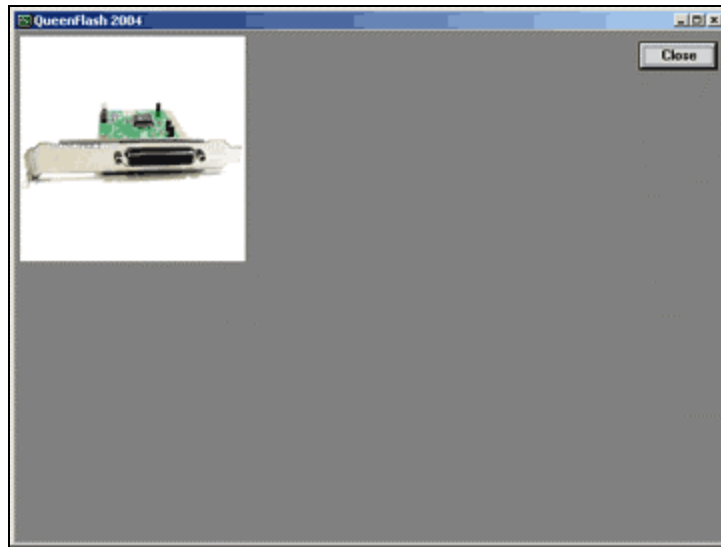
The flashcards exam format allows for an exhibit to be used for each question. If there is an exhibit image associated with the question, the red **Image** button will be visible as seen in the figure above.

When the **Image** button is clicked, the image is shown if there is an exhibit for this question.

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## Flashcard Format Exhibits

This is a sample of an exhibit shown in the flashcards type exam:



**Figure 7 - Flashcards Exhibit**

The exhibit screen is displayed after the user clicks the **Image** button.

Click **Close** to close the exhibit screen and return to the question.

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## Exam Edit 1.0 Software

To open **Exam Edit 1.0**, select the ExamEdit 1.0 program icon from your program files menu: Start->Programs->TestQueen-> ExamEdit 1.0 (Windows 2000) or Start->All Programs->TestQueen-> ExamEdit 1.0 (Windows XP).

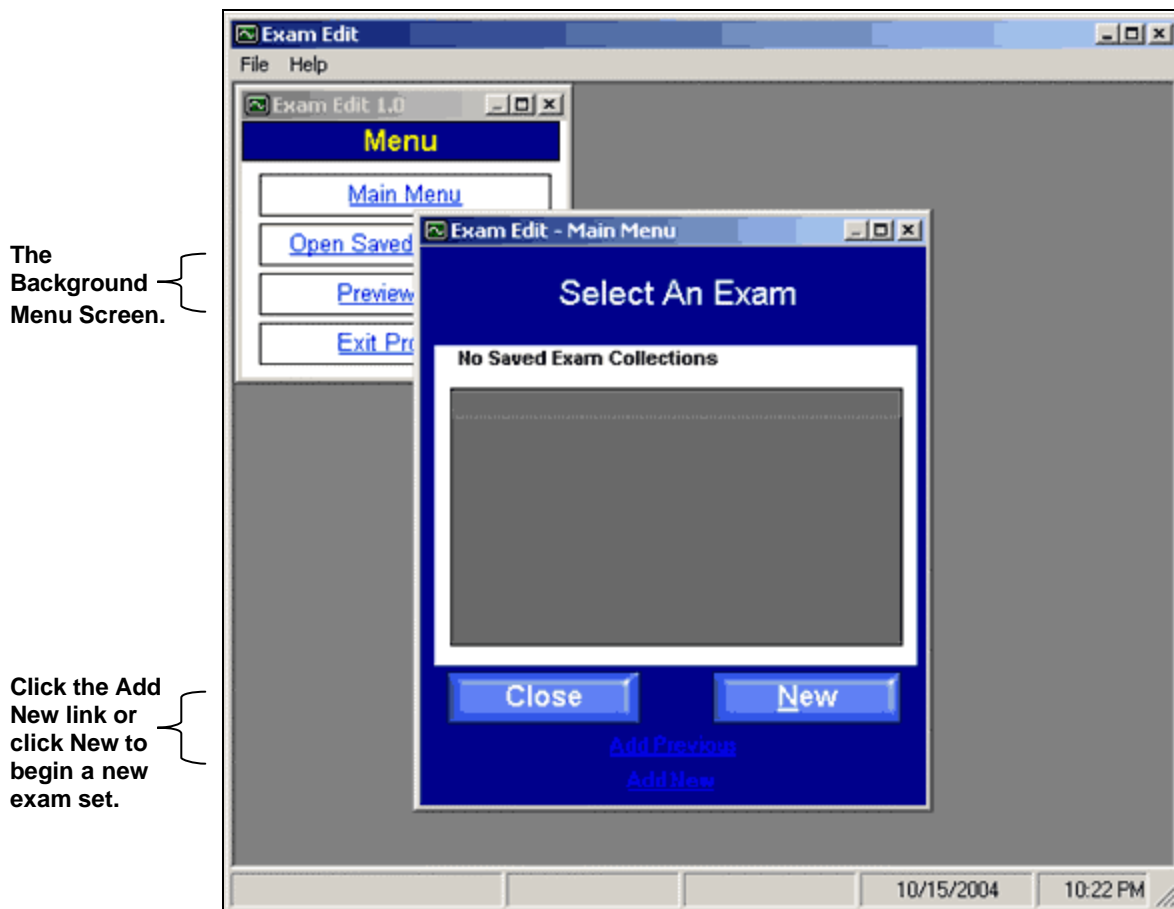


Figure 8 – Exam Edit - Main Menu

When Exam Edit is first opened, the software searches for any saved exam collections. If there are no saved exam collections, the list for exams will be grayed out and the **New** button will be visible.

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## Creating a New Exam Set

To create a new exam set (collection), click [New](#) or click [AddNew](#).

Note: The [New](#) button will only be visible when there are no saved exams in the list. The [AddNew](#) link will always be visible in order to create a new exam set.

After clicking [New](#) or [AddNew](#), the following screen is displayed:

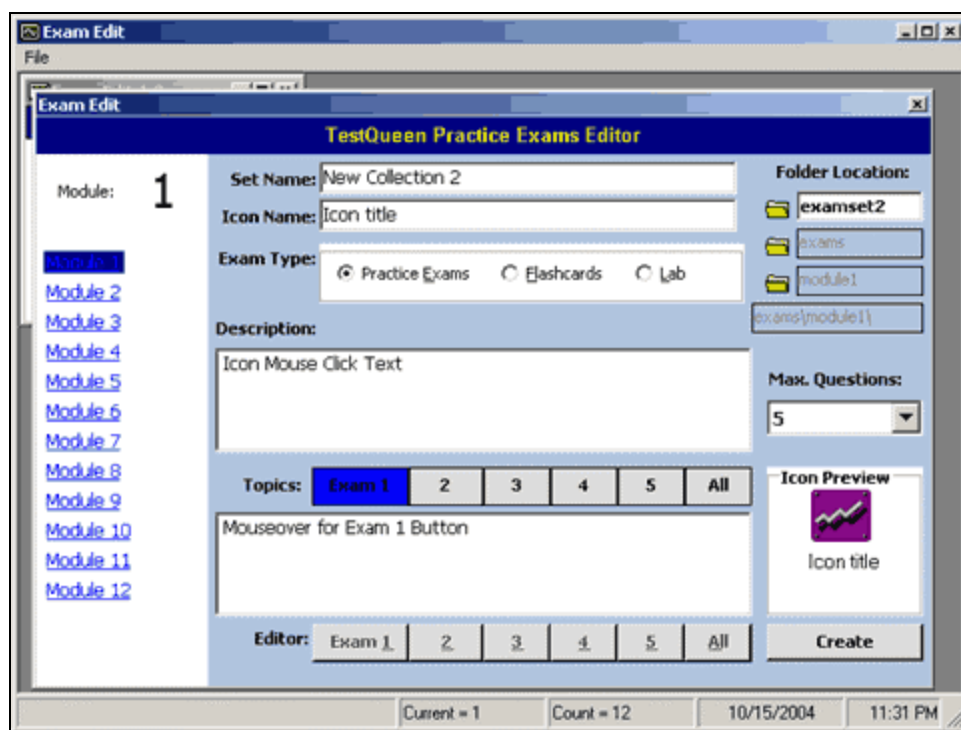


Figure 9 - Practice Exams Module Editor Screen

When the Practice Exams Editor screen is displayed, a default **Set Name** and **Folder Location** is generated. These values can be changed. The **Folder Location** must be changed before saving since this is where the files for this collection will be located.

The **Folder Location** name can be changed to any name, as long as the name is a valid Windows folder name. The name cannot contain a comma character.

To start a new exam collection, click the appropriate link on the left.



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## Exam Module Editor Screen Descriptions:

**Module:** [ # ] and **Module#** (1 to 12): The module currently being edited.

**Set Name:** The shortcut name of the collection that will display in the Main Menu. This can be renamed later.

**Icon Name:** The name of the module. Each icon will display this name. The icon name will be a general name for all 6 exams for the particular module. A good icon name, for example, would be Math Flashcards, or Cisco Labs – explicitly describing the particular type of exam.

**Exam Type:** All **exam types** below have the feature of adding images/exhibits as part of the exam.

***Practice Exams:*** The exam questions may be one answer, multiple answer, true/false, input, or all/none of the above.

***Flashcards:*** The exam questions allow for input only like real flashcards. There are no multiple choice questions.

***Lab:*** Allows for input type questions only, and displays output based on the answer. This simulates a command line type question. For example, a Cisco router, Linux text-based simulation or Microsoft DOS.

Please Note: One module with 6 exams may only be one type of exam, either Practice Exams, or Flashcards or Labs. Also, each exam module can be of a separate Exam Type. (E.g. Module 1: Flashcards, Module 2: Labs - not Exam 1: Flashcards, Exam 2: Labs etc.)

**Description:** Each module will have its own description. Along with the icon name, this will describe all 6 exams that open with one icon with more detail. This description will be displayed in a large text block beneath the exam buttons when the user first clicks the icon in the actual practice exam. This should describe the icon and what the icon will open – (e.g. If the icon name is CCNA Flashcards – the description should say CCNA Flashcards – Flashcards on all CCNA Topics).

**Topics [buttons Exam1 to All]:** This is the text that will appear below the button when the user puts their mouse over the particular exam button. If the user clicks an icon named CCNA Flashcards, and puts their mouse over the Exam 1 button to see what that exam will open, text will display on the bottom. (For example, Flashcards on Operating Routers. The Exam 2 button for that icon module will say Flashcards on Operating Switches etc.)

**Editor [buttons Exam1 to All]:** This opens one of 3 editor screens based on the type of exam selected – the **Flashcards Editor**, **Exam Editor** or **Labs Editor**.

**Folder Location:** This is the parent folder that will hold the file structure for this exam set. For example, if the test name is CCNA Exams, a good Folder Location should be named CCNAExam1. It is always a good idea to name the folder, this way if you make many exams, you will know which folder is which.

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**Max. Questions:** The maximum number of questions for an exam module (per exam). This applies to the module. All 6 exams share this amount of questions. When the user opens the exam, he/she will choose an amount of questions to practice with. There can always be more questions in the database than the user is allowed. This allows for the user to not be able to memorize the answer, which makes it more challenging. However, in order to preview an exam, this number must be less than or equal to the amount of questions you have actually created.

Please Note: The **Max. Questions** value applies to all 6 buttons. One module and the 6 exam modules for that module all have to share the maximum questions value. (E.g. If **Max. Questions** is set to 100 – then Exam 1's maximum questions and Exam 2's [etc.] maximum questions allowed can only be 100 and cannot be different. This will allow the user to choose up to 100 questions to practice with on the actual exam and not any more. But the pool of questions you create must be 100 or more, or issues may arise.)

**Icon Preview:** This is a preview of the **Icon Name** field (see **Icon Name**). This is also the name for the module and will populate the module link name on the left.

**Create [or Save] button:** After all the information is filled in, click this button to create the files necessary to save the exam. After it is created for the first time, the button will now read **Save**. Be sure to change the folder location before creating, since this location cannot be changed afterwards. A message will ask if you would like to keep the default folder name if left at the default. Click No to the message to go back and rename the folder by entering text into the **Folder Location** text box.

**File Menu [at top of screen]:**

**Build Exam Set:** This will take the exam set out of the main menu shortcuts and put into the backup folder by creating a folder with the name of the collection. It will delete the folder from the exam files directory and copy it to the backup folder. If the folder needs to be accessed again for editing, you must manually copy the folder back to the C:\Program Files\TestQueen directory and add it to the shortcut list on the main menu and click **Add Previous** to add it back.

**Save Exam Set:** This will save any changes made on this screen since the exam was last opened.

**Exit:** This closes the collection editor and displays the Background Menu. To select another exam, click [Main Menu](#).

**Status Bar Indicator [at bottom of screen]:** This shows the currently selected module and the total modules for the exam. It also shows the current date and time. The total modules will only be 12. You cannot add or delete a module – you can only overwrite the exams themselves.

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## Editing Existing Exam Sets

After creating and saving an exam set, the exam list on the Main Menu will be populated with the names of the exams created.

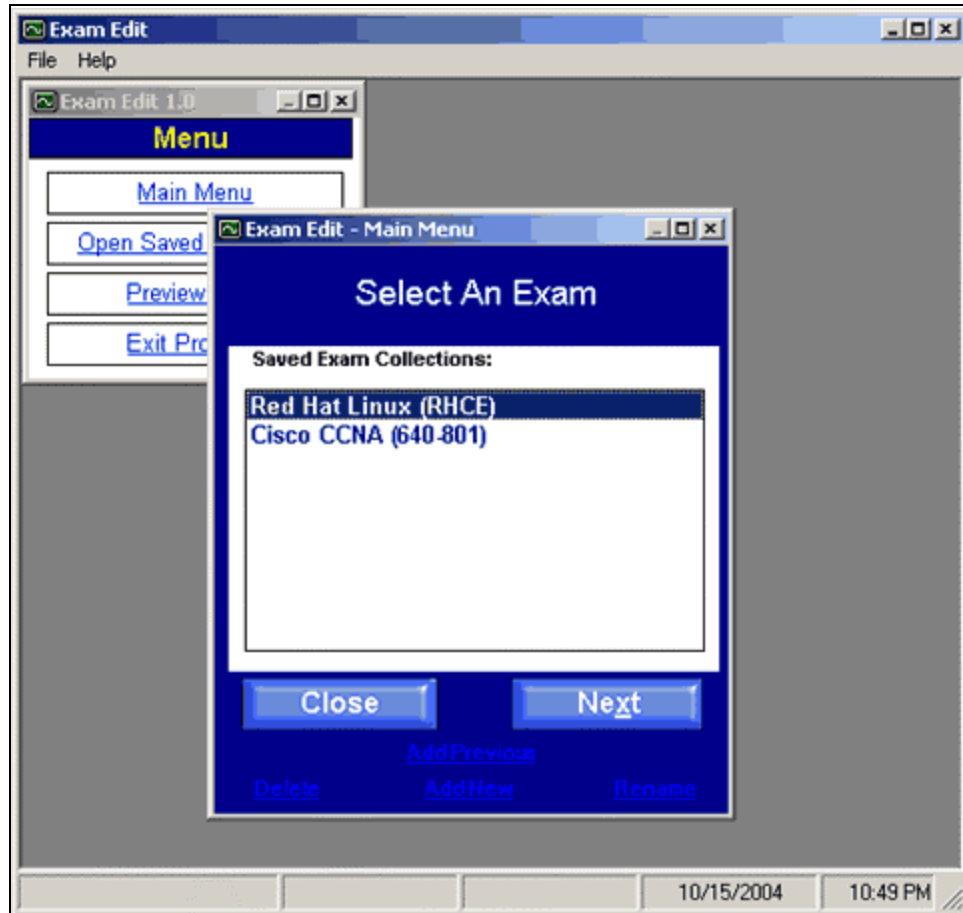


Figure 10 - Main Menu after Creating New Exams

If the Main Menu is not visible, click [Main Menu](#) from the Background Menu Screen or by choosing **File->Show Main Menu**.

### General Screen Information:

- The Background Menu can be displayed by choosing **File->Show Background Menu**.
- If there are saved exams in the list, the [Delete](#) and [Rename](#) links will be visible.
- The [Delete](#) link will delete the exam shortcut from the list.
- The [Rename](#) link will let you enter a new name for the highlighted exam.


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Tip for Advanced Users: When an exam is deleted from the list, only the shortcut is deleted. To permanently delete the exam set, the folder with this exam must be manually deleted. Click [Preview Files](#) from the background **Menu** to view your saved exam folders.

- If a previous exam has been deleted, and the folder still exists, click **Add Previous** to add it back to the list.

Tip for Advanced Users: The previously saved or deleted exam folder must exist in the TestQueen program files folder (in most cases C:\Program Files\TestQueen where C:\ is your hard drive letter). Duplicate exam folders cannot be added. Instead the folder should be renamed manually and copied to the TestQueen program files folder. Click [Preview Files](#) from the background **Menu** to view your exam folders. Or if you have previously built an exam set and wish to edit it again, make a copy of that folder and add it to the TestQueen Program Files folder. This way, you can click Add Previous to see it in the list.

## To edit an existing exam..

1. Select the name of the exam you would like to edit by clicking its name.
2. Click  to continue. This will open the module editor screen.

After clicking , the following screen is displayed:

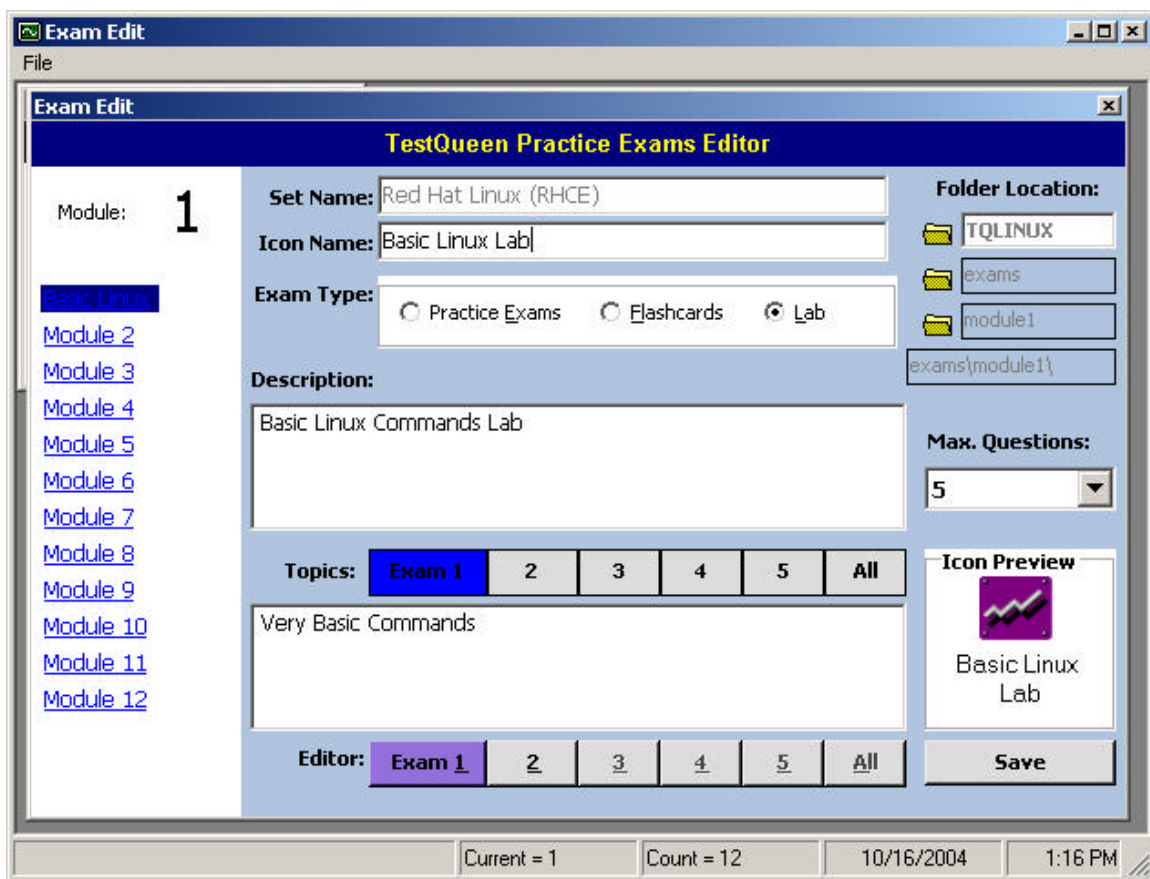

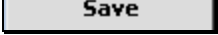


Figure 11 - Module Editor Screen for Existing Exam

### General Screen Information:

- If there are any exams for that module, the button to edit the exam on the bottom will be highlighted in purple.
- To show the topic description for a particular exam, click on the appropriate **Topics** button.
- To refresh the buttons, click  or choose File->Save Exam Set from the menu at the top of the screen.

- 
- To enable the first exam button and/or save all data, click  .
  - If any changes are made and this form is closed, a prompt will ask you if you would like to save any changes.
  - To edit an existing exam, click on one of the **Editor** buttons. If no exams exist for the editor button to edit, these buttons may be disabled.

Please Note: Once the exam is edited, the following **Editor** button will be enabled for you to start the next exam. The exams must be edited in order. In Figure 4, the **Editor** button **Exam 1** is highlighted purple indicating the first exam exists. The **Editor 2** button is now enabled to start editing exam number 2. Once exam 2 is edited and saved, the 3<sup>rd</sup> exam button will be enabled.

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## Buttons in the System

After clicking one of the Editor buttons, one of three possible screens are displayed based on the **Exam Type** selected – **Practice Exams, Labs or Flashcards.**

### Items on these Screens:

**Go To #:** Allows user to navigate to a particular question id.

**Question ID:** The id of the question itself. The id is used for identification of the question and will not appear in the actual exam as the question number. It will only be used to identify the question.

**Question:** This is the question the user will be asked to answer.



: This button is used to expand or collapse fields beside them. In the Exam editor screen above, the question can be expanded for ease of data entry. The Answers can also be hidden in case the user changes the question type from **input** to another question type. This will allow the user to see the value entered in the input box. The button will turn **red** to indicate the button has been clicked.



: This image indicates the choice selected is the correct answer.



: This image indicates the choice selected is the correct answer.

**Answer:** This is the correct answer to the question. In the real exam, if the user chooses to show the answer during the exam, this answer will be displayed. It can also be a hint and has no value on scoring the exam. If the correct answer from the above 7 answer is checked, click **Quick Add** to add the correct answer to the **Answer** box. If the **Question Type** is **Multiple Answer**, then the **Quick Add** button will add all of the correct answers to the box.

**Explanation:** This is just an explanation of why the correct answer is the correct answer. It can also explain why the incorrect answers were not the correct answer.

### Question Type:

**One Answer:-** As in a multiple choice quiz, only one answer is correct.

**Multiple Answer:** As in a multiple choice quiz, checkboxes will appear to allow the user to select more than one answer.

**True/False:** The user can choose from only 2 correct answers. It can be any value. The practice exams only show 2 choices and the answers will always appear in the quiz in the same order. For example, you wouldn't want True/False to appear A. False, B. True in the actual choices.

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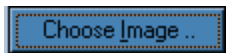
**Input:** As in a fill in the blank question, or a prompt to enter in a value. The user will fill in the box one line of text based on the question. The program will score the answer based on one of two choices. For example, the number **10** is one answer (Input Answer 1), but the word **ten** can be entered as a second correct choice (Input Answer 2). The actual practice exams do not take into account lowercase or uppercase. It will actually convert all words entered by the user to lowercase before scoring the actual quiz.

**All of the Above:**

**Exhibit:** Allows the user to choose an image if set to **Yes**. This image can be any image with the .jpg or .gif format. It is best to convert the image to .jpg or .gif to save space. The .bmp format (as used in MS Paint is also

acceptable, however, this format may have the best quality but takes up more space on the computer's hard drive. A width of 620 by a height of 360 is a decent size for an image and will integrate perfectly into the practice exams program.

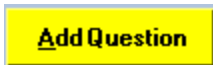
**Exhibit Preview:** A small thumbnail size preview of the image (exhibit) selected for the question.



: Allows the user to select an image to use for the question and copies the image to the exam directory.



: Opens a larger form with a preview of the image.



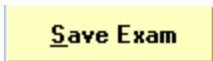
or : Allows the user to add a new question to the exam. When the **Add Question** button is clicked, the button changes to a **Finished** button to save the new question.



: Allows the user to delete the current question. However, the first question in the exam cannot be deleted- only changed by clicking **Change**.



or : Allows the user to change the text or settings for the question. When the **Change** button is clicked, the button changes to a **Finished** button to save the changes made.



: Allows the user to save the exam files.



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**Preview Exam**

: Allows the user to preview the exam created. There must be at least 5 questions in an exam. To preview the exam, there must be a greater value of questions as compared to the **Max. Questions** value in the module editor form.

**First**

: Allows the user to quickly navigate to the first question in the exam.

**Previous**

: Allows the user to navigate to the previous question in the exam.

**Next**

: Allows the user to navigate to the next question in the exam.

**Last**

: Allows the user to quickly navigate to the last question in the exam.

**Cancel**

: If the **Change** button or the **Add Question** button was clicked, the user may cancel the changes being made and return to the previous question.

**Close**

: Closes the exam editor and returns back to the module editor screen.

**Quick Add**

: If the **Change** button or the **Add Question** button was clicked, the user may use this button to add the correct answers to the **Answer** box.

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## Exam Edit Practice Exam Editor

If the **Exam Type** selected is **Practice Exams**, the following screen is displayed:

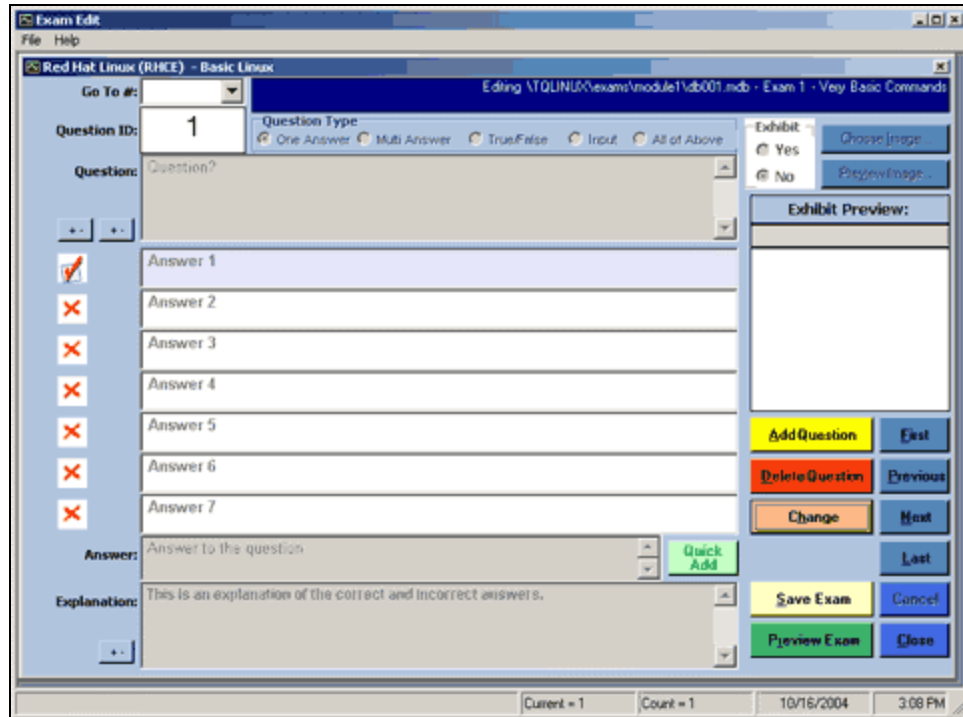



Figure 12 – Exam Editor Screen

Click  to change any of the data in the question.

See the section entitled **Buttons in the System** for information on the various buttons on this screen.

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## Modifying a Practice Exam Question

After clicking **Change**, the following screen is displayed:

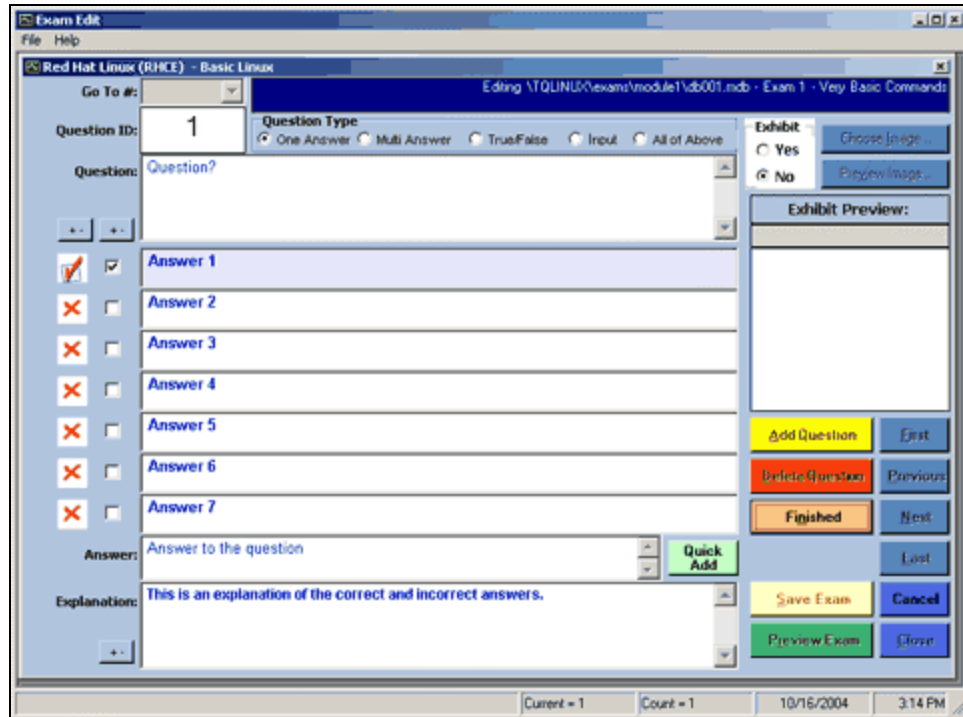


Figure 13 - Exam Editor Screen - Change Clicked

Checkboxes appear beside the answers so that the user may change the answer. This doesn't apply to a **Question Type** of **Input**. The **Quick Add** button is enabled. And the text on the Change button changes to **Finished**.

When the data is changed, click **Finished** to save the changes

-Or-

Click **Cancel** to cancel editing of the question.

See the section entitled **Buttons in the System** for information on the various buttons on this screen.

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## Modifying an Input Type Exam Question

If the question is an input question type, and the user clicks **Change**, a screen similar to the following is displayed:

The screenshot shows the 'Exam Editor' window for 'Red Hat Linux (RHCE) - Basic Linux'. The 'Question ID' is 1, and the 'Question Type' is 'Input'. The 'Question' field contains 'Question?'. There are two 'Answer' fields, each with a checkmark icon. The 'Explanation' field contains 'This is an explanation of the correct and incorrect answers.' The right side of the window has buttons for 'Exhibit' (Yes/No), 'Exhibit Preview', 'Add Question', 'Delete Question', 'Finished', 'Save Exam', 'Preview Exam', 'Exit', 'Previous', 'Next', 'Last', 'Cancel', and 'Close'. The status bar at the bottom shows 'Current = 1', 'Count = 1', '10/17/2004', and '1:08 AM'.

Figure 14 - Exam Editor Screen - Input Question Type

See the section entitled **Buttons in the System** for information on the various buttons on this screen.

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## Exam Edit - Flashcard Type Question

If the **Exam Type** radio button selected is **Flashcards**, the following screen is displayed:

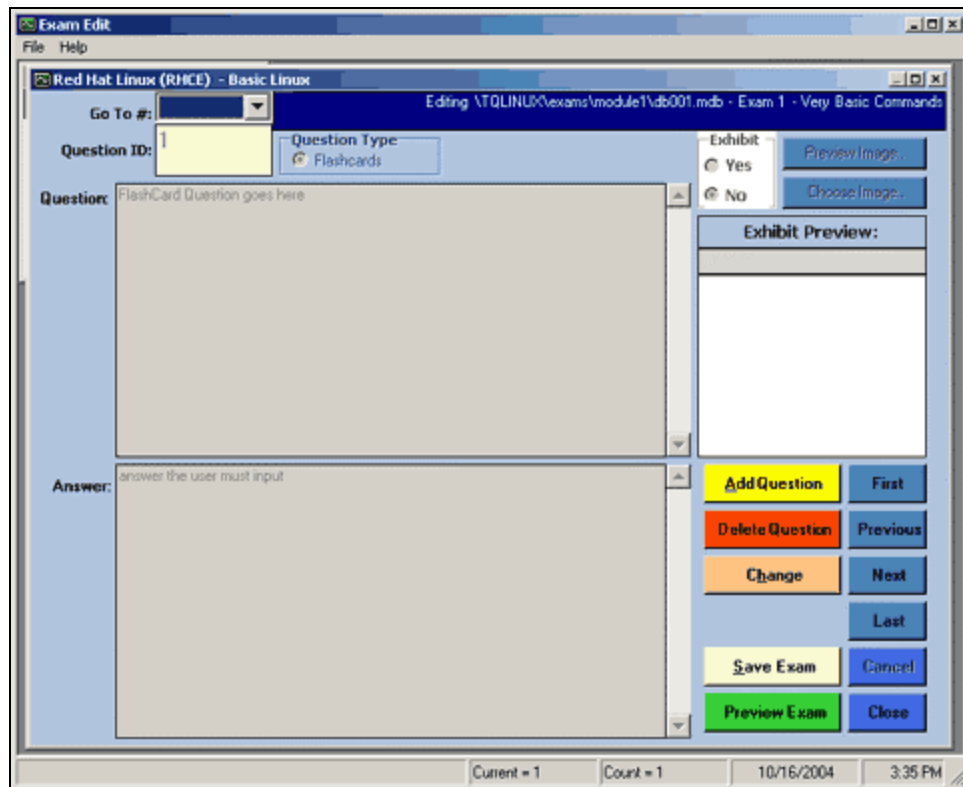


Figure 15 - Flashcards Editor Screen

See the section entitled **Buttons in the System** for information on the various buttons on this screen.

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## Exam Edit - Lab Type Question

If the **Exam Type** radio button selected is **Lab**, the following screen is displayed:

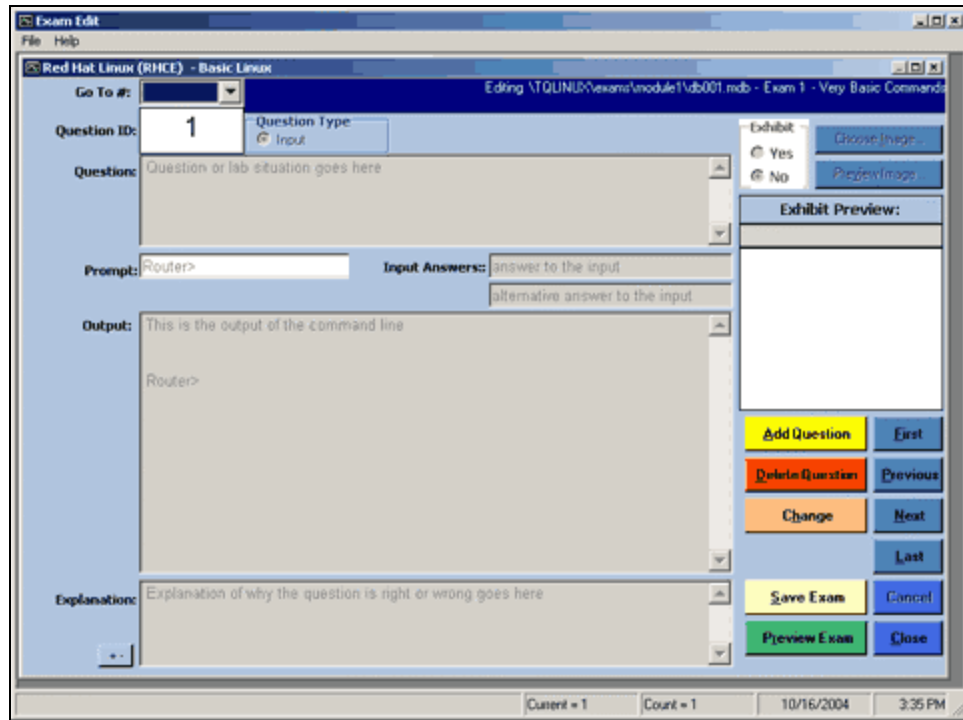


Figure 16 - Lab Editor Screen

The output is what will be displayed after the user clicks submit. It is the result of the user entering the command.

See the section entitled **Buttons in the System** for information on the various buttons on this screen.

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## Finishing Up

After the exam has been checked for accuracy and is ready to be distributed, from the icon module editor screen, click **File->Build Exam Set** from the Main Menu.

This copies all the necessary files and creates a new folder based on the collection (set) name to the backup folder.

All is left is to put the exam folder into a zip file and have the user install the Nerdnom Engine and the .NET Framework (For the flashcards) and the exam can be run immediately.