



Simple Multiple Choice Questionnaire: For Online Learning

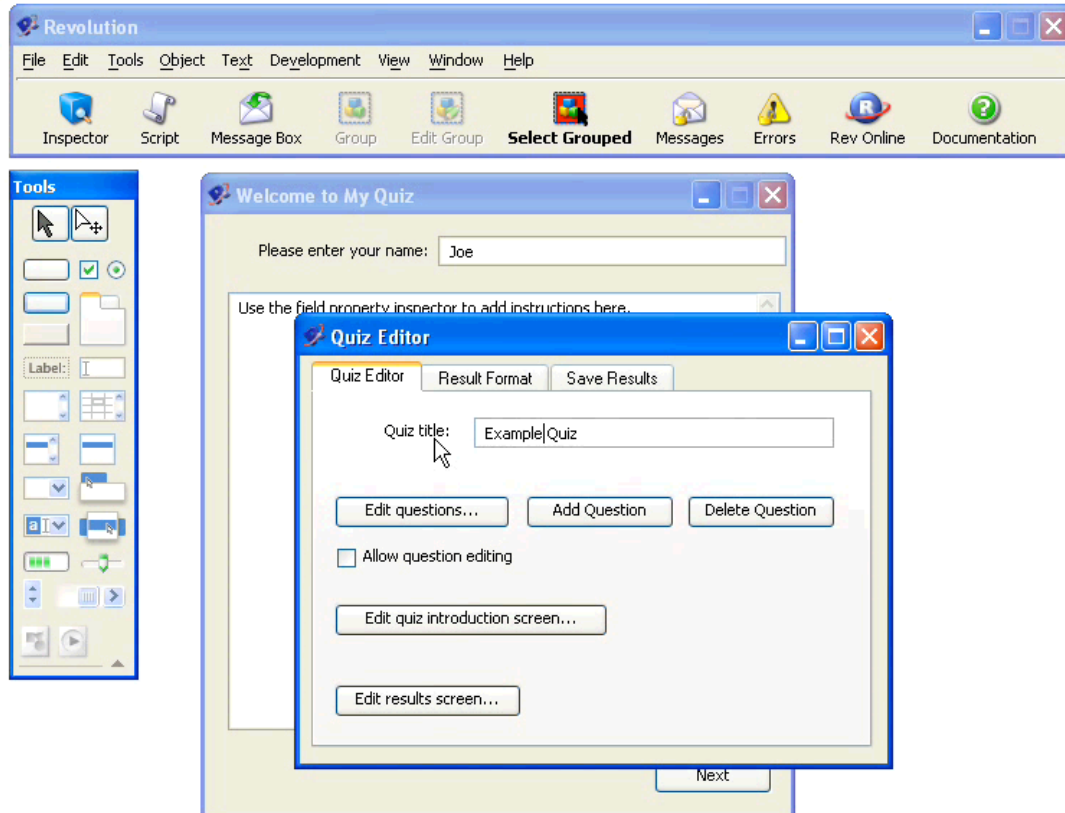
The Multiple Choice Questionnaire allows you to create your own multiple choice quiz or test. This application is capable of saving its results to a file or uploading them to an ftp server. The application comes in two parts, the quiz stacks themselves, and an editor stack. The editor stack demonstrates how you can easily create one application which modifies another. It also shows how to create your own custom (or “virtual”) object properties.

This Video Tutorial shows you how to use this Sample Project, and how to take it apart to understand how it works or copy portions of it for use in your own applications. We recommend you have explored the introductory video tutorials so you have a basic understanding of how Revolution works before you start on the Sample Projects.

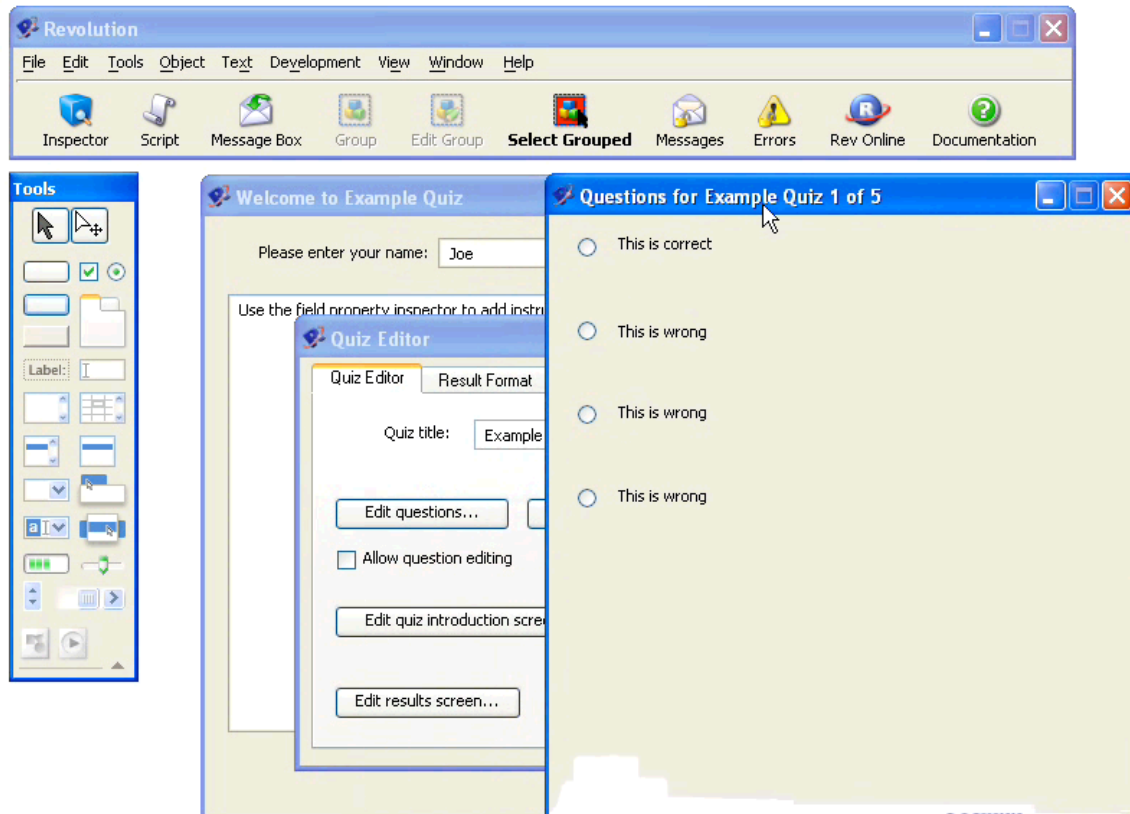
Key topics covered in this tutorial

- A walk through the multiple-choice sample application
 - A walk through the multiple-choice editor
 - How to take apart and understand the scripts
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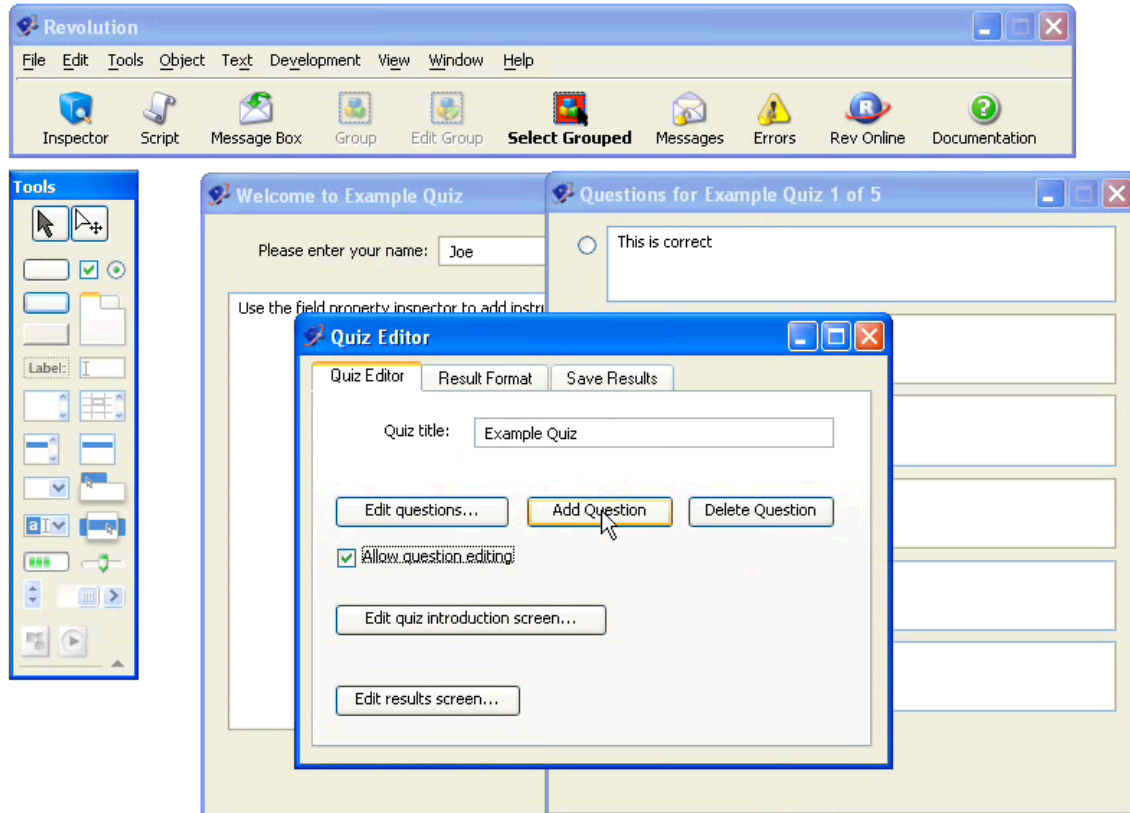
This stack file contains a screen to enter your name, a stack with the questions, and another stack that displays the results. When you have created your questions, you can distribute this single stack file to others. In order to edit this stack and create new questions, you can use the multiple choice editor.



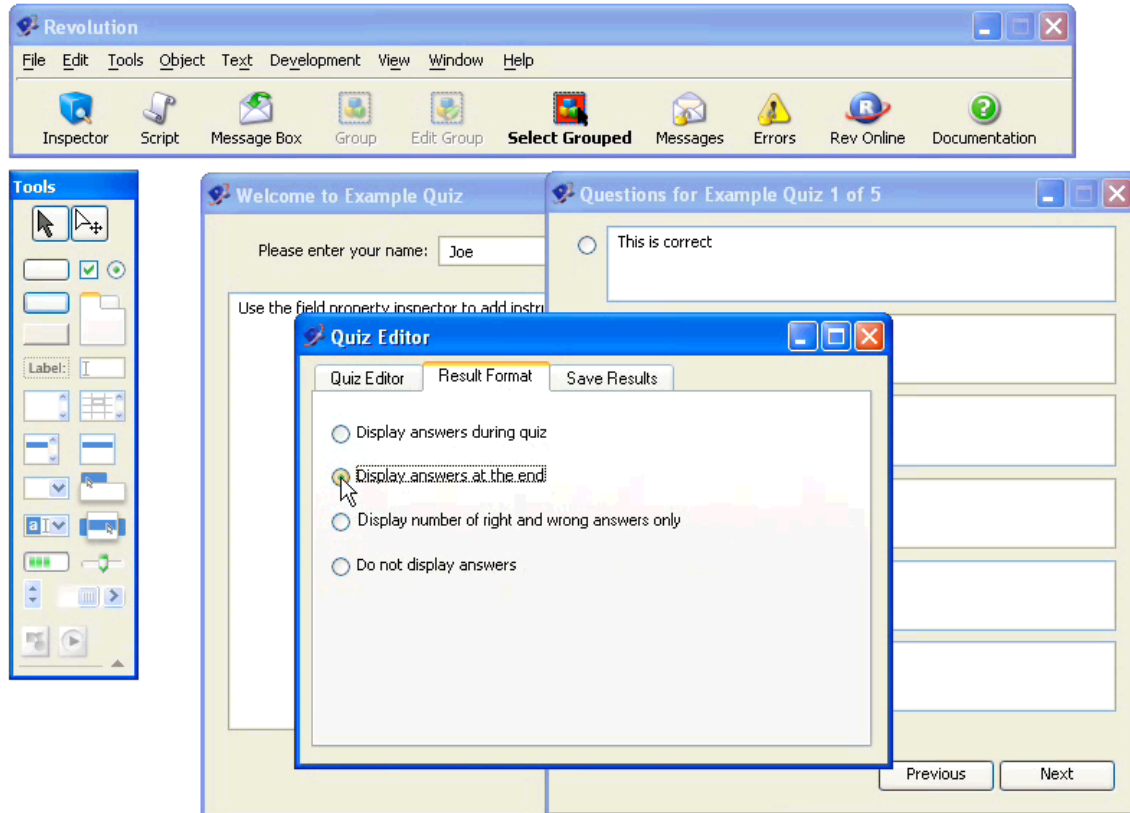
The Quiz editor allows you to edit the quiz stack. Because we want to interact with the Quiz Editor, rather than edit it, we'll choose the browse tool. We can now enter a title for the quiz. The Quiz Editor lets us load the stack that contains the questions. We could also have loaded this stack by using the Application Browser, but this option is simply a short cut that makes editing quizzes easier. Notice how the title of this stack has already been set to the title we entered. Again, we could have set that title using the stack inspector, but the script in the Quiz Editor has already set this title in all three of the quiz stacks.



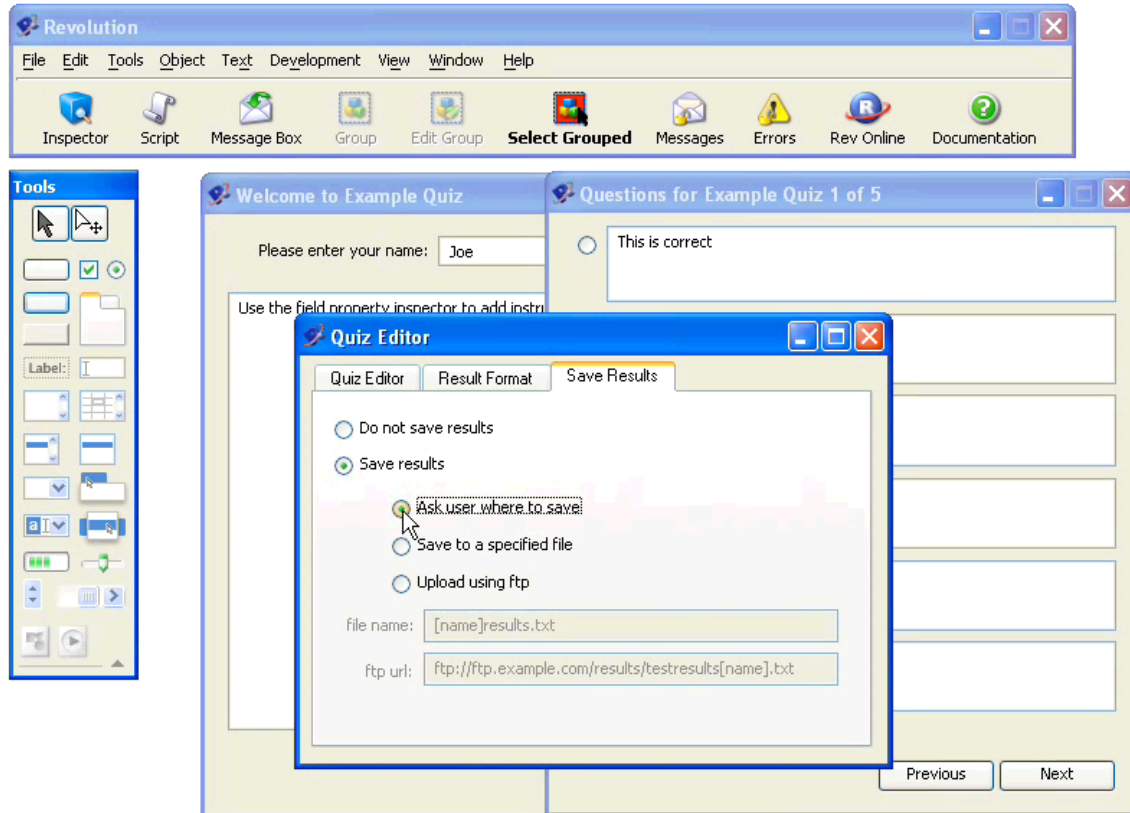
If we press the 'Allow Question Editing' checkbox the fields in the quiz stack become editable. We can now enter the text for each question, and tell the quiz stack which answer is correct by selecting it from the radio button on the left. We can add additional questions using the 'Add Question' button.



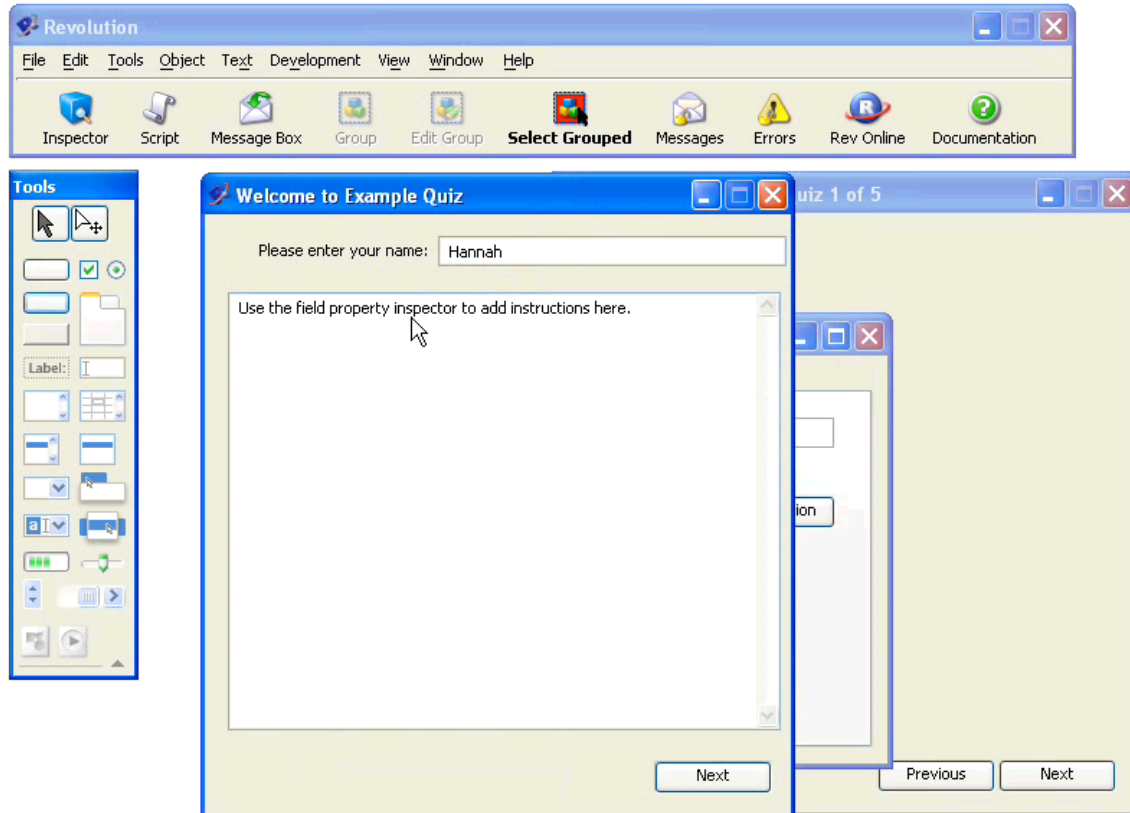
The Result Format screen allows us to specify how the quiz stack should present the quiz results. We can choose to display the answers during or after the quiz, to display a list of right and wrong answers, or not to display the results on screen to the user at all. For now, we'll choose to display the answers at the end.



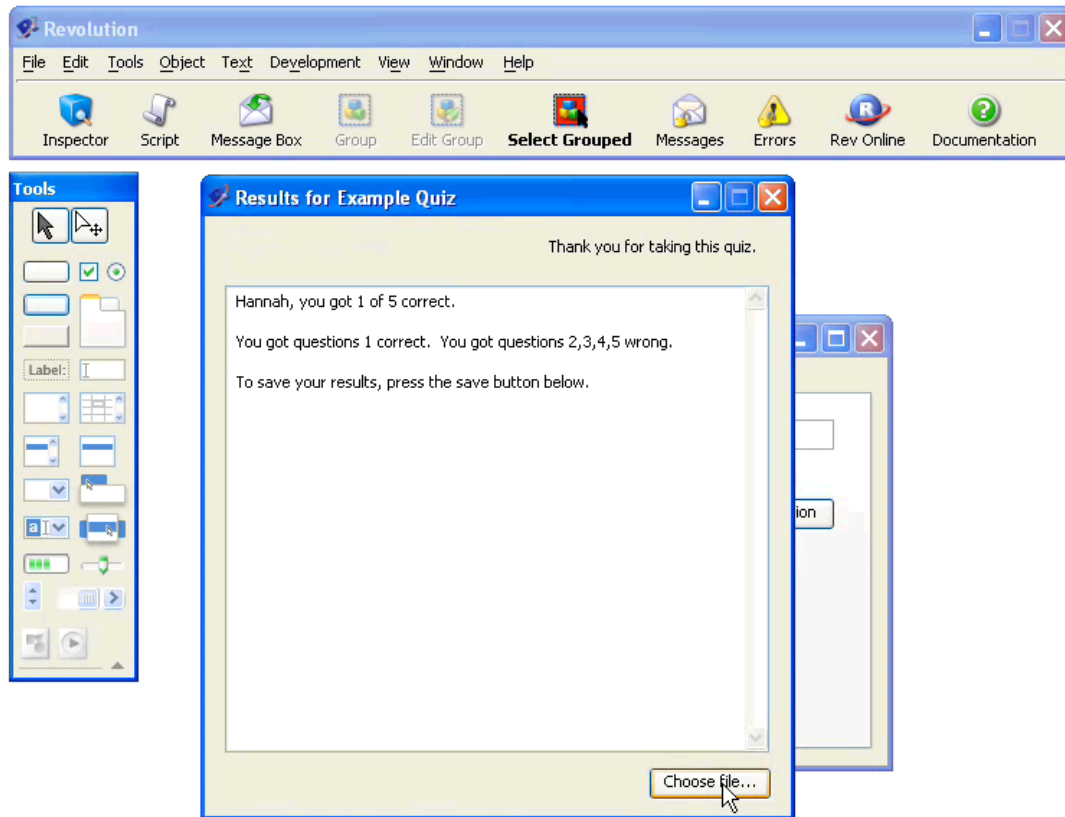
The save results screen allows us to specify how we want the results to be saved to disk. We can choose not to allow saving, to allow saving to a file the user chooses, to a file name or path that we specify, or even upload them to an ftp server. For now, we'll allow the user to choose a file to save the questions to.



We need to go back and turn off quiz editing before we can try the quiz out. We can go to the first screen by choosing the 'Edit Quiz Introduction' button and then we can enter our name. Note, you can edit the instructions text using the pointer tool and properties inspector. We navigate through the quiz by clicking the 'Next' button.



We'll enter some answers and the results are displayed, complete with a button to allow us to save them to disk, at the end of the quiz.



To see how the quiz stack and editor works, you will need to edit the scripts. As with all the sample projects, the scripts are well commented. The easiest way to see where they are is to use the Application browser. You can see that some of the stacks and cards have scripts as well as many of the objects. As with all the sample projects, lines colored purple are comments that explain how the script works.

