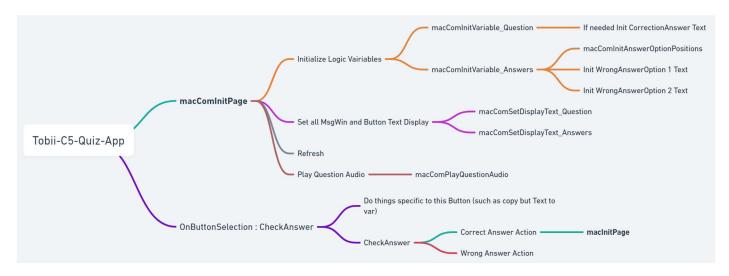
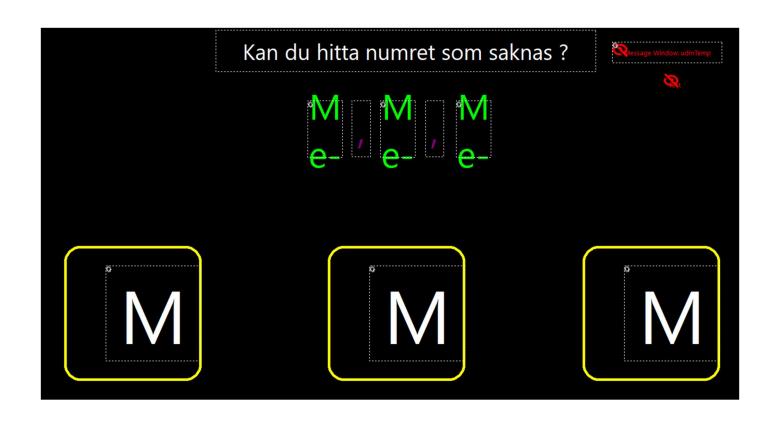
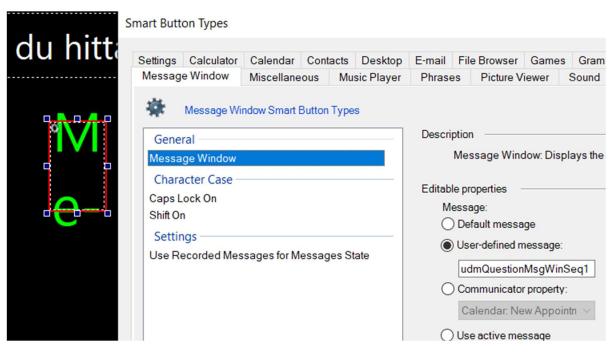
# Common Tobii Communicator 5 Quiz Design Notes



https://whimsical.com/tobii-c5-quiz-app-VgntYHWrhRKPHDGCuckoZw

Concept	Explainations
Variables	
Randomness with Random Block	
Connecting Various Objects, like	
Button to Message Window	
Reusability - Copy Paste	Making or Building things faster in
	smart way, saving time and effort
Maintainability	
Modularity (Reusability,	
Maintainability)	
Modularity with adjustments	
Looping by Recursion	





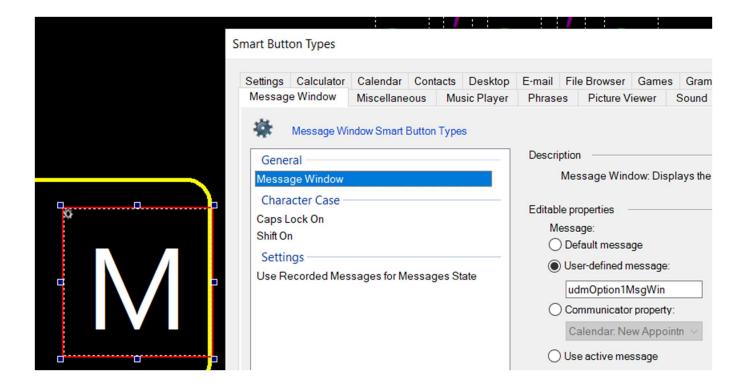
**Question Message Window** 

-----

udmQuestionMsgWinSeq1

udmQuestionMsgWinSeq2

udmQuestionMsgWinSeq3

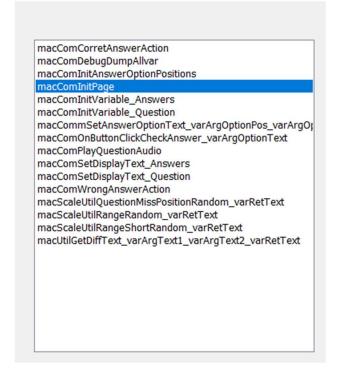


Answer Message Window

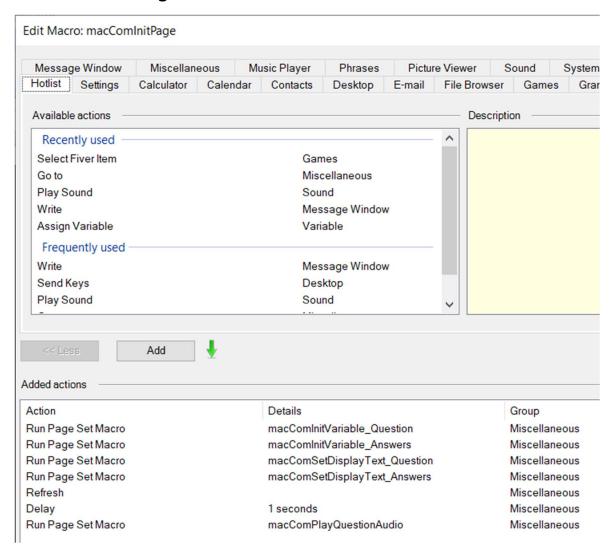
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udmOption1MsgWin udmOption2MsgWin udmOption3MsgWin

Page Set Macros

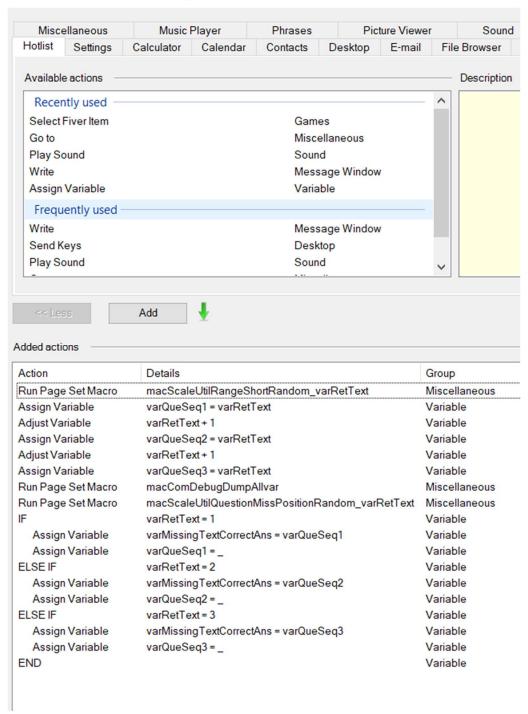


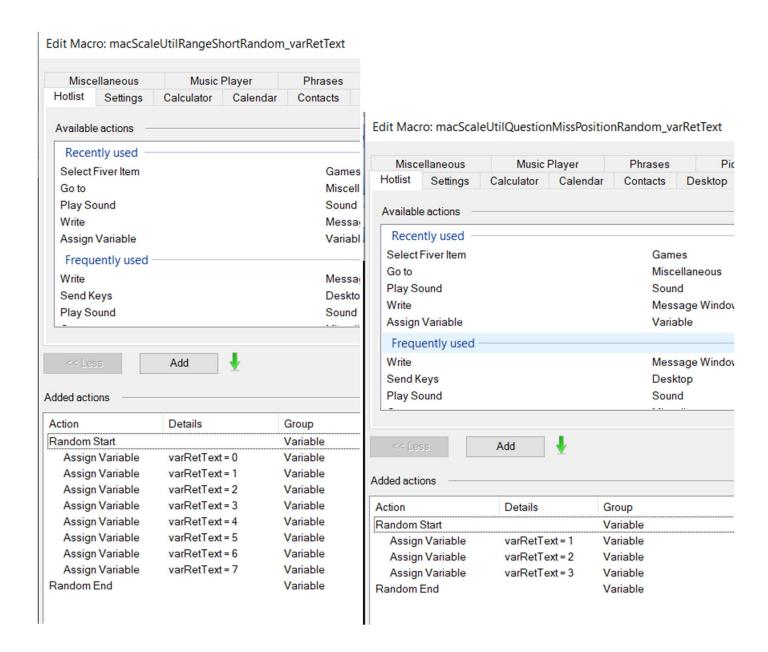
## macComInitPage



### macComInitVariable\_Question

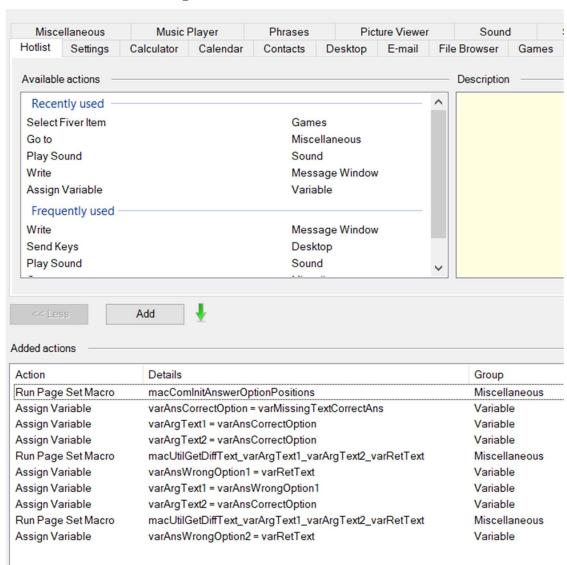
Edit Macro: macComInitVariable\_Question

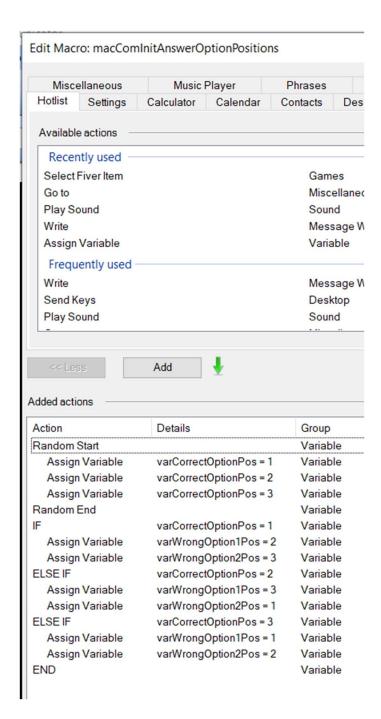


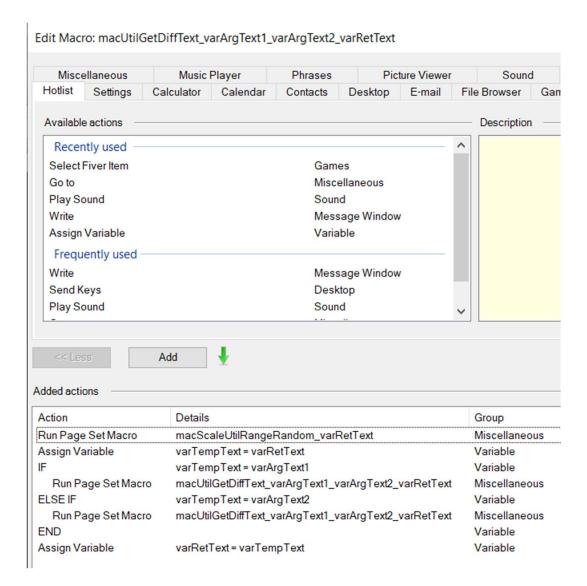


#### macComInitVariable\_Answers

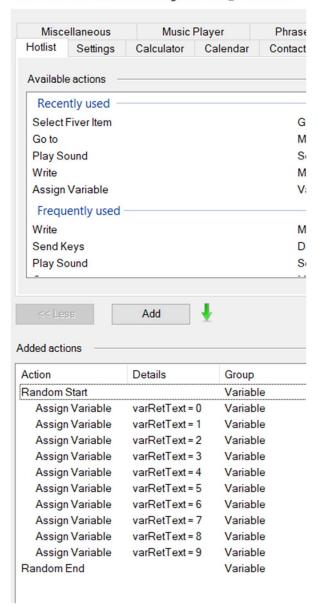
Edit Macro: macComInitVariable\_Answers



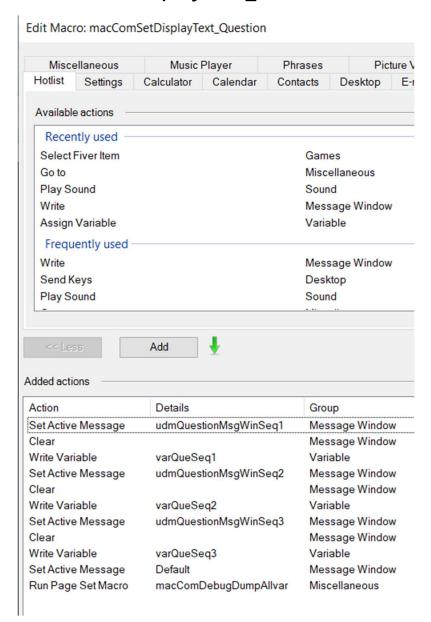




 $Edit\ Macro:\ macScaleUtilRangeRandom\_varRetText$ 

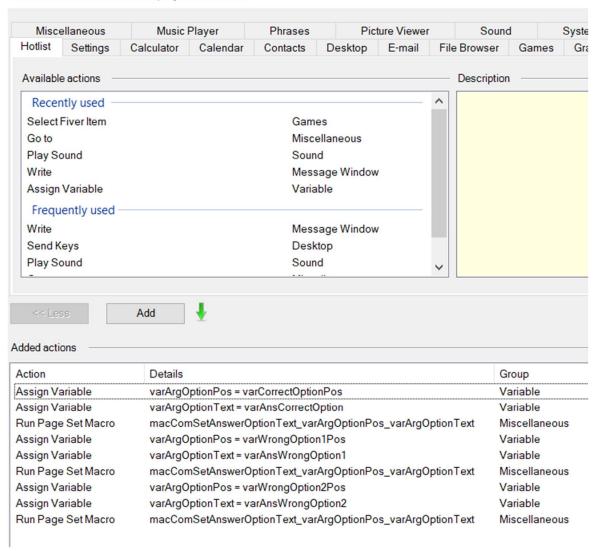


## $macComSetDisplayText\_Question$



### macComSetDisplayText\_Answers

Edit Macro: macComSetDisplayText\_Answers



Edit Macro: macComSetAnswerOptionText\_varArgOptionPos\_varArgOptionText

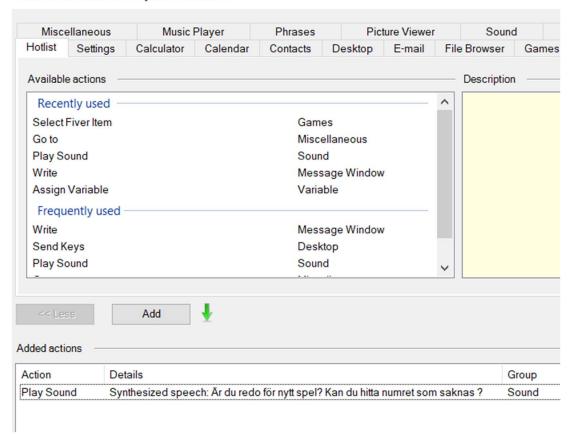
Miscellaneous Music Player Phrases Picture Viewer Hotlist Settings Calendar Contacts E-mail Calculator Desktop Available actions Recently used Select Fiver Item Games Miscellaneous Go to Play Sound Sound Write Message Window Assign Variable Variable Frequently used Write Message Window Send Keys Desktop Play Sound Sound Add Added actions Action Details Group IF varArgOptionPos = 1 Variable udmOption1MsgWin Message Window Set Active Message Clear Message Window Write Variable varArgOptionText Variable Set Active Message Default Message Window **ELSE IF** varArgOptionPos = 2 Variable udmOption2MsgWin Message Window Set Active Message Clear Message Window Write Variable varArgOptionText Variable Set Active Message Default Message Window varArgOptionPos = 3 **ELSE IF** Variable Set Active Message udmOption3MsgWin Message Window Message Window Clear Write Variable varArgOptionText Variable Set Active Message Default Message Window

Variable

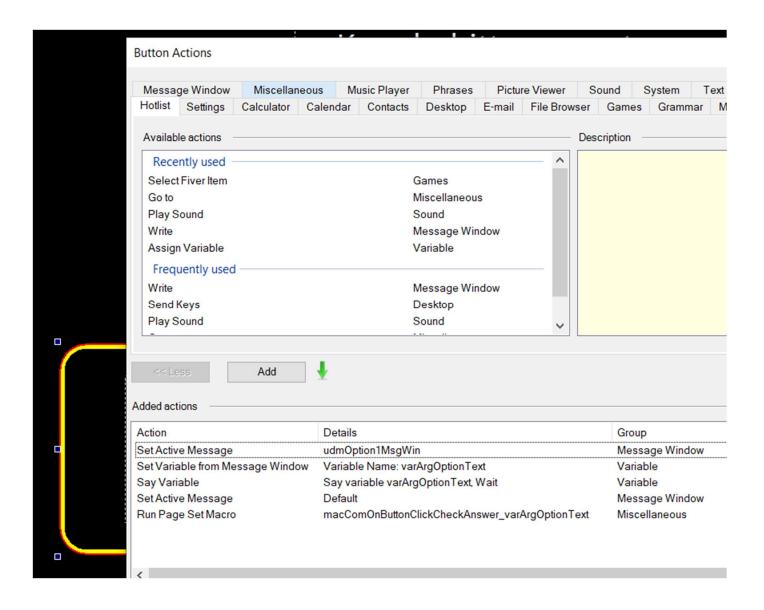
**END** 

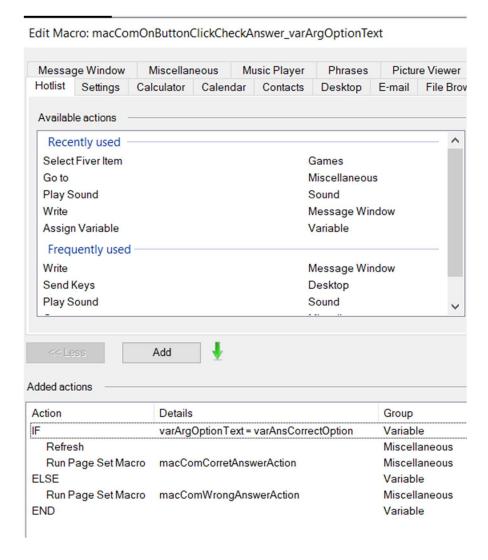
# macComPlayQuestionAudio

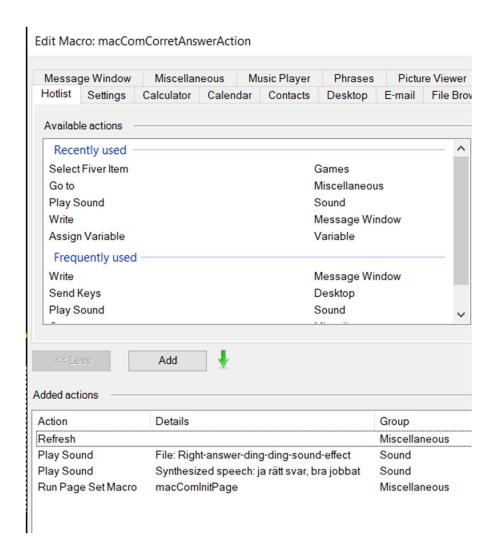
Edit Macro: macComPlayQuestionAudio



#### OnButtonSelection: CheckAnswer







Edit Macro: macComWrongAnswerAction

