10.8. Conditional Module

Note

EdX offers provisional support for this problem type.

A conditional module controls the content that learners see after a response that they make meets a certain condition. For example, learners who answer "Yes" to a poll question see a different block of text from the learners who answered "No" to the same question.

10.8.1. Format description

The main tag of conditional module input is conditional.

```
<conditional> ... </conditional>
```

conditional can include any number of any Xmodule tags (html, video, poll, etc.) or show tags.

10.8.1.1. conditional Tag

The main container for a single instance of a conditional module. The following attributes can be specified for this tag.

```
sources - location id of required modules, separated by ';'
[message | ""] - message for case, where one or more are not passed. Here you can use variable {link}, which generate link to required module.

[submitted] - map to `is_submitted` module method.

(pressing RESET button makes this function to return False.)

[correct] - map to `is_correct` module method

[attempted] - map to `is_attempted` module method

[poll_answer] - map to `poll_answer` module attribute

[voted] - map to `voted` module attribute
```

Symlink to some set of Xmodules. The following attribute can be specified for this tag.

```
sources - location id of modules, separated by ';'
```

10.8.2. Examples

10.8.2.1. Example: conditional depends on poll %

10.8.2.2. Example: conditional depends on poll (use <show> tag)

10.8.2.3. Examples of conditional depends on problem

Copyright © 2018, edX Inc.



These works by edX Inc. are licensed under a Creative Commons Attribution-ShareAlike 4.0 International License.