

Creating Actionscript Code for the Quiz

The First Frame – Defining the Variables

At the very start of the quiz, a variable must be created and set to zero. Later, points will be added to this variable. In the case of the quantitative quiz, only one variable is being created and measured. In the case of the qualitative quiz, multiple variables will be necessary to compare which one accumulates more points.

Quantitative Variable Definition	Qualitative Variable Definition
score = 0;	red = 0; blue = 0; green = 0;

Buttons – Adding value to Each Variable

Each button will be designed to take the user to the next page as well as add points to the appropriate variable. Use the following examples as an example of the code to place within each button. Note that the qualitative quiz buttons may add value to multiple variables on a single answer.

Quantitative Button	Qualitative Button
<pre>on (release) { score += 3; gotoAndPlay("Question2"); }</pre>	<pre>on (release) { red += 1; blue += 1; gotoAndPlay("Question3"); }</pre>

Determining the Outcome - Conditional Statements

Conditional statements are to be used to examine the value of the variables, and to send the user to the corresponding frame of your choice. For example, depending on the total number of available points in your quiz, you may want to send users with a score of less than 5 points to the frame telling them how low they scored. Similarly, users with the highest score possible will be sent to a different frame.

Quantitative Conditional	Qualitative Conditional
<pre>if (score > 10) { gotoAndPlay("result1"); } if (score < 10) { gotoAndPlay("result2"); }</pre>	<pre>if (red >= blue && red >= green) { gotoAndPlay("red"); } if (green >= red && green >= blue) { gotoAndPlay("green"); }</pre>