Webmaster Support Mini-Lesson
Creating a Javascript Self-Grading Quiz with Dreamweaver

In this lesson, you will customize a Javascript-based, self-grading quiz template. The source of the Javascript is the *Science Traveler* website, from the *Texas Section of the American Association of Physics Teachers*.

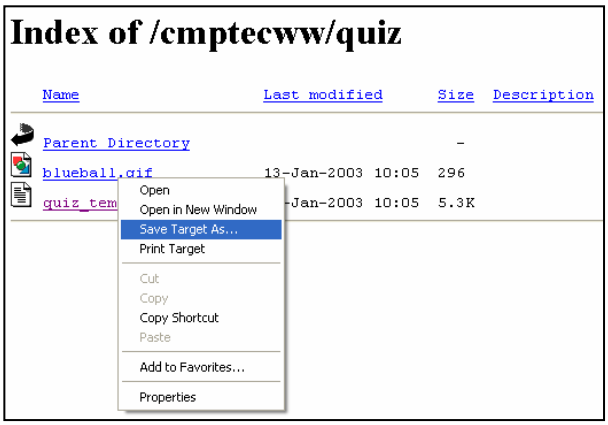
JavaScript is a scripting language developed by Netscape to enable Web authors to design interactive sites. Although it shares many of the features and structures of the full Java programming language, it was developed independently. JavaScript can interact with HTML source code, enabling Web authors to spice up their sites with dynamic content. JavaScript is supported by recent browsers from Netscape and Microsoft, though Internet Explorer supports only a subset, which Microsoft calls Jscript.

Examples

- www.texassciencecenter.org/tutorial/QuizMe/Electric%20Quiz.htm
- www.texassciencecenter.org/tutorial/QuizMe/ForceQuiz.htm
- www.nisd.net/cmptecww/quiz/quiz_template.htm

1. Before you begin:
   - Write (or have in mind) a four question multiple choice quiz on a topic of your choice.
   - Create a folder on your Desktop called ***quiz*** in which to save your work.

2. Launch Microsoft Internet Explorer, and go to **www.nisd.net/cmptecww/quiz** .



3. Right-click the ***blueball.gif*** link, and select **Save Target** as from the popup menu. Save the file in your ***quiz*** folder on the Desktop.

4. Right-click the ***quiz_template.htm*** link, and select **Save Target** as from the popup menu. Save the file in your ***quiz*** folder on the Desktop.

5. Exit Microsoft Internet Explorer.

6. Launch **Dreamweaver**.

7. Open the ***quiz_template.htm*** file (**File** > **Open**).

8. Overtype the title ("Kelly's Quiz") to reflect an appropriate name for your quiz.

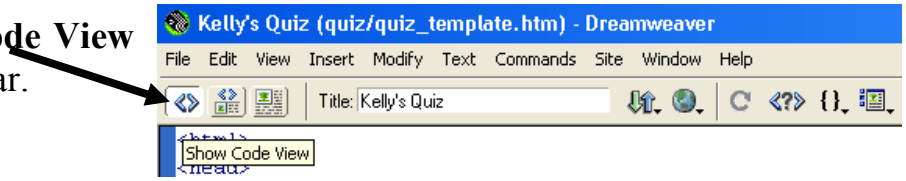
9. Overtype the question and four responses for question 1.

10. Overtype the question and four responses for question 2.

11. Overtype the question and four responses for question 3.

12. Overtype the question and four responses for question 4.

13. Click the **Show Code View** button on the toolbar.



14. From the **View Menu**, point to **Code View Options**, then click **Line Numbers**. (You may wish to close all floating palettes to get them out of the way.)

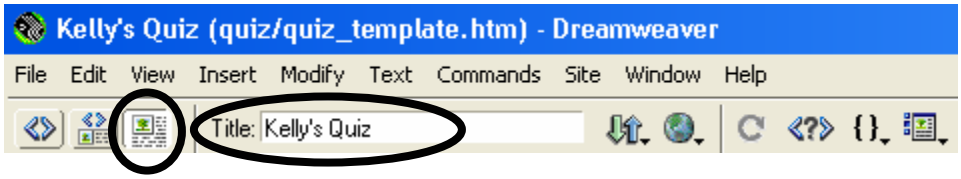
15. Edit **line 19** of the code so that the last four letters represent the correct answers to your four questions.

```
var qqans = new Array("0","B", "C", "D", "D");
```

16. Now you will edit lines 21 through 36 to reflect appropriate feedback for the quiz taker.
    - Lines 21 through 24 represent question 1. The way it is written on the template corresponds to a correct answer of "B." If "B" is not the correct answer for question 1 on your quiz, modify the appropriate lines.

- Lines 25 through 28 represent question 2. The way it is written on the template corresponds to a correct answer of "C." If "C" is not the correct answer for question 2 on your quiz, modify the appropriate lines.
- Lines 29 through 32 represent question 3. The way it is written on the template corresponds to a correct answer of "D." If "D" is not the correct answer for question 3 on your quiz, modify the appropriate lines.
- Lines 33 through 36 represent question 4. The way it is written on the template corresponds to a correct answer of "D." If "D" is not the correct answer for question 4 on your quiz, modify the appropriate lines.

17. Click the **Show Design View** button on the toolbar and type an appropriate name for your quiz.



18. Save your quiz with a new name in the ***quiz*** folder (**File** > **Save As**).

19. Preview your quiz in Microsoft Internet Explorer to make sure that it works correctly.