

The form for the quiz sets up each question. Most of the questions will be answered using a radio button. This shows the setup for the first question.

```
<h1>CIS44 Quiz</h1>
```

```
<form name = "questions">
```

```
<p>
```

**Question #1: You can test a condition with an if...else statement or with a if...elseif...else statement.**

```
</p>
```

```
<input type = "radio" name = "ques1">True<br />
```

```
<input type = "radio" name = "ques1">False<br />
```

The 3rd question needs 4 check boxes and each should have a separate name.

`<p>`

**Question #3: A web page can contain the following:**

`</p>`

`<input type = "checkbox" name = "H">A.) HTML<br />`

Finally there needs to be a button to click.

The click can call the function and send the contents of the form.

`onclick="calcAverage(questions)"`

Or you could send the information and receive the return in the form of a numeric grade.

```
<script type="text/javascript">
var yourAvg=0;
var yourGrade="";
function calcAverage(questions)
{
  yourAvg = 0;
  if (questions.ques1[0].checked == true)
    {
      yourAvg = yourAvg + 20;
    }
}
```

The next thing is to check the second question.

In this example, I sent the form name to the function and the function is receiving it.

<p>

**Question #1: You can test a condition with an if...else statement or with a if...elseif...else statement.**

</p>

<input type = "radio" name = "ques1">True<br />

<input type = "radio" name = "ques1">False<br />

This is the question from the form that I am checking.  
See slide 1.

Note that the if(questions.ques1[0].checked == true is checking to see if the first ques1 which is ques1[0] on the question form is checked.

If it is, then yourAvg which was started at 0 is increased by 20.

**if (questions.H.checked == true && questions.X.checked == true &&**

this is continued by checking the other two for true as well. All of the answers should be checked.

<p>

Question #3: A web page can contain the following:

</p>

<input type = "checkbox" name = "H">A.) HTML<br />

<input type = "checkbox" name = "X">B.) XHTML <br />

This is part of what is on the form. Clearly there are two more check boxes that need to be coded. The code above is part of the script that checks to see if all boxes are checked. If they are all checked I again will have:

```
{  
    yourAvg = yourAvg + 20;  
}
```

After all the questions have been checked yourAvg is put on the form into the numericGrade text box. You are going to make it the value associated with the text box.

<b><i>Your numerical grade on the quiz is:</i></b> <input type="text" name="numericGrade" size="4" />

After figuring out the numeric grade, you should start asking a series of questions to figure out the letter grade and put it on the form.

```
if (yourAvg >= 90)
{
    yourGrade="A";
    questions.letterGrade.value=yourGrade;
}
```