



Junior

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cience

Counting Machine Quiz Extension Sheet

6a, Creating a quiz mechanism to test the users answers

First create three new variables

Score

Missingnumber

listplace

Using if and else quiz mechanism

NOTE This is far higher concepts than the rest of the module as it involves multiple variables and an understanding of lists and should only be attempted by very able

```

set listplace to pick random 1 to 12
set missingnumber to item listplace of list
replace item listplace of list with ?

```

```

pick random 1 to 12
item 1 of list listplace
replace item 1 of list with thing listplace

```

Add the code as shown above then include the quiz if else selection blocks as shown below

```

ask What is the missing number? and wait
if answer = missingnumber
  change score by 1
  say Correct for 2 secs
else
  say Wrong for 2 secs

```

Finally encase all the code apart from the score in a forever loop

```

when clicked
  set score to 0
  repeat 10
    delete all of list
    set variable to 0
    say Counting in 4s for 2 secs
    repeat 12
      say variable for 0.5 secs
      change variable by 4
      add variable to list
    set listplace to pick random 1 to 12
    set missingnumber to item listplace of list
    replace item listplace of list with ?
    ask What is the missing number? and wait
    if answer = missingnumber
      change score by 1
      say Correct for 2 secs
    else
      say Wrong for 2 secs

```