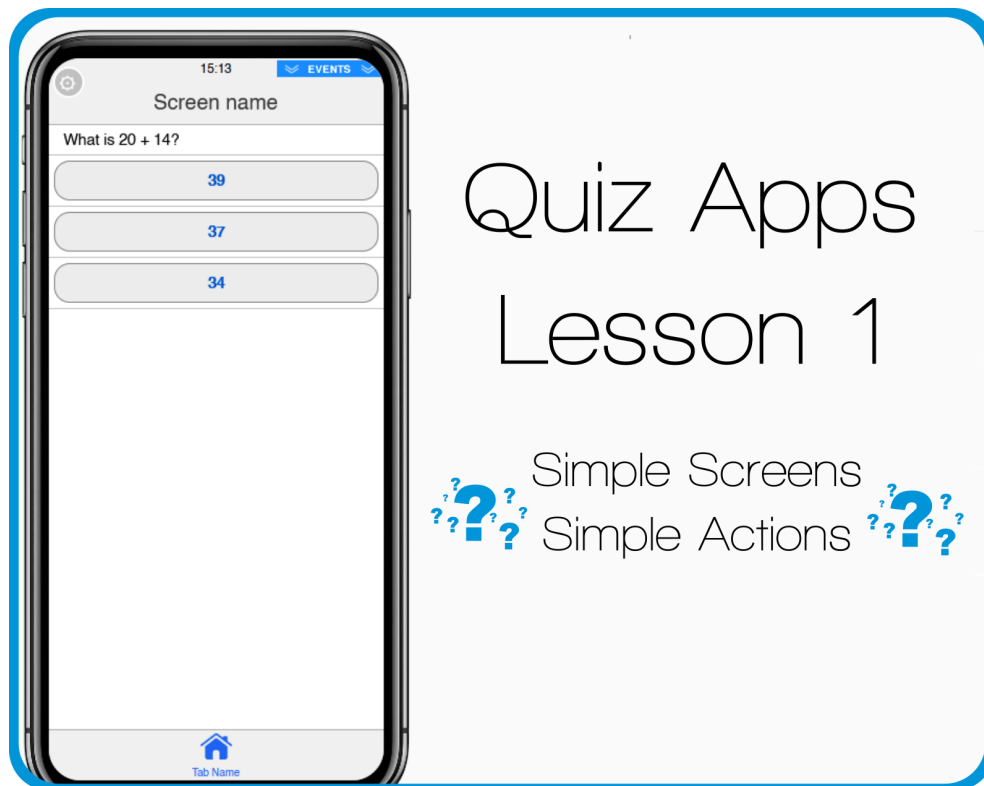


Quiz Apps: Lesson 1

Overview

Introduction

In this lesson we will take a look at how to build an extremely simple and basic quiz in no time at all! In this first section we will be building a very simple quiz app using the basic App Builder tools without any coding or images, throughout lesson 2 and 3 we will involve more advanced techniques.



Prerequisites

Before starting this lesson it's recommended that you finishing the following courses:

- **App Builder Basics**

Learning Objectives

By the end of this lesson:

- **All students** should have **Basic Quiz App**
- **Most students** will full their Quiz with their own questions
- **Some students** will understand the value of **Actions** in the App Builder

Getting Started

New App

The first thing we need to do is create a new App to house our quiz.

- Click the **White Plus Button**

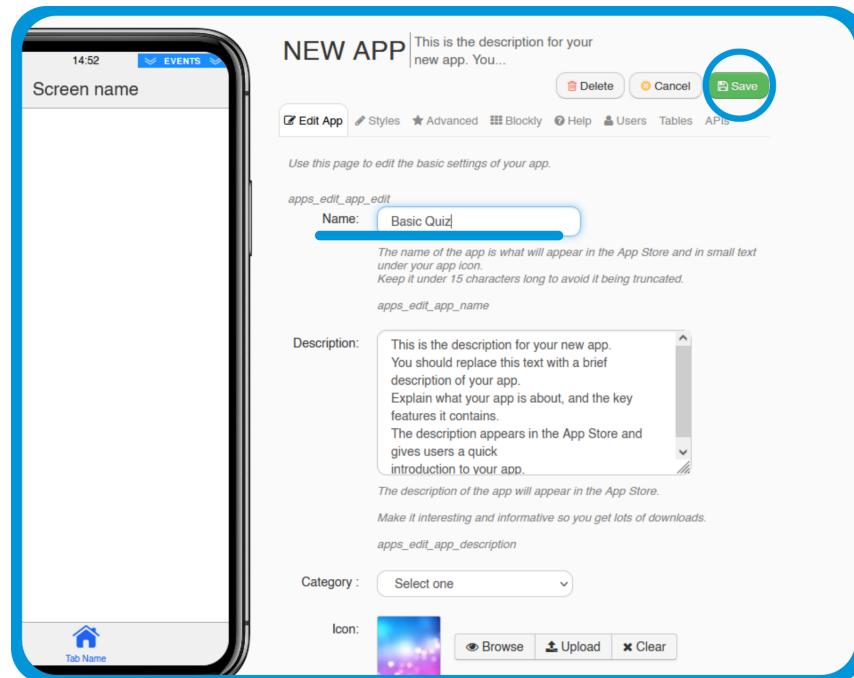
Now we have created our New App, let's give it a **name** to keep things neat.

- Click on **Settings**
- In the text box named **Name** type: **Basic Quiz**

Before you click save you can also give your App a description and Icon if you want to.

- Click **Save**





Quiz Topic

Quizzes can really come in any shape and form. You could have a quiz about your favourite **game**, **TV show**, **sport** and everything in-between.

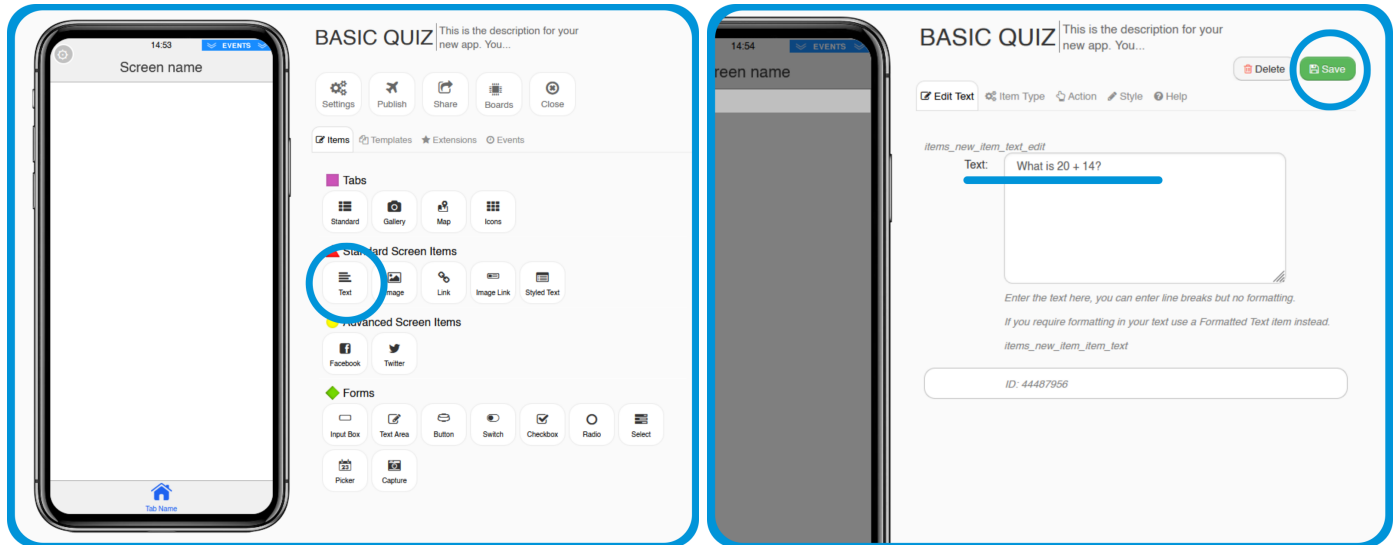
To keep things nice and **broad** for this first quiz we are going to make a **maths quiz app**, after you finish this lesson feel free to go back and build your own quiz about any topics with the skills you learn!

Questions & Answers

First Question

The first thing we want on our app is the first question. We can add a question by using the **Text** item in the app builder. Let's say the first question of our quiz is **“What is 20 + 14?”**

- Click on **Text** under Standard Screen items
- In the text box named **Text** type: **What is 20 + 14?**
- Click **Save**

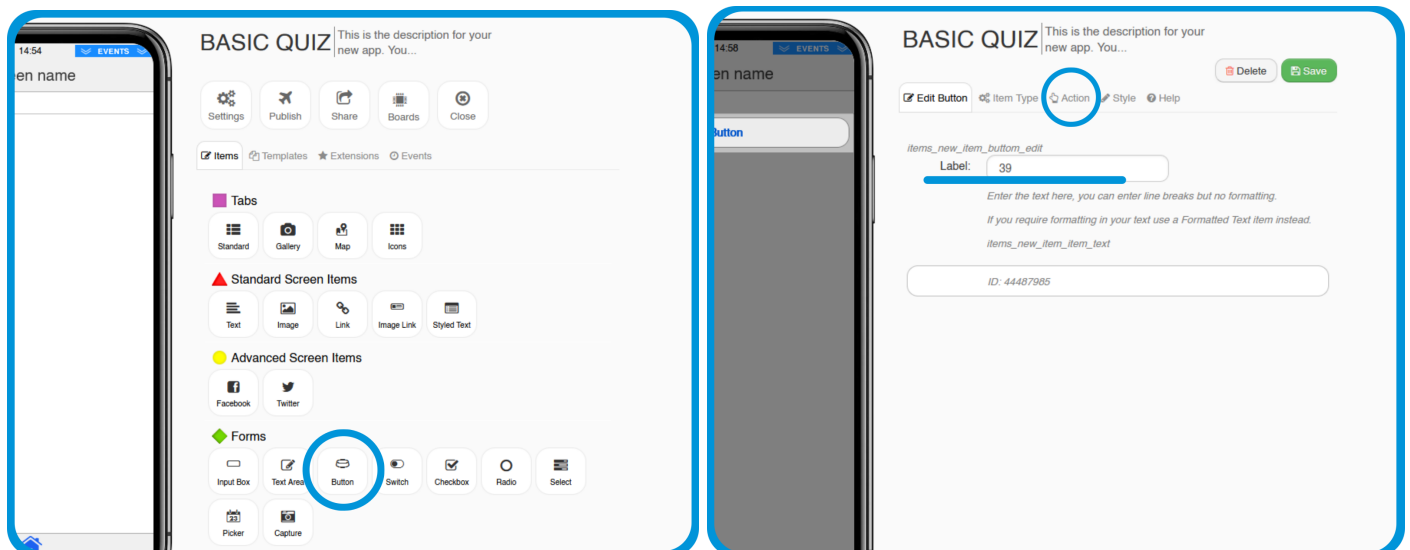


Adding the Buttons

Now that we have posted the user a question we need to give them some **options to click on**. We will have **two incorrect** options and **one correct** option.

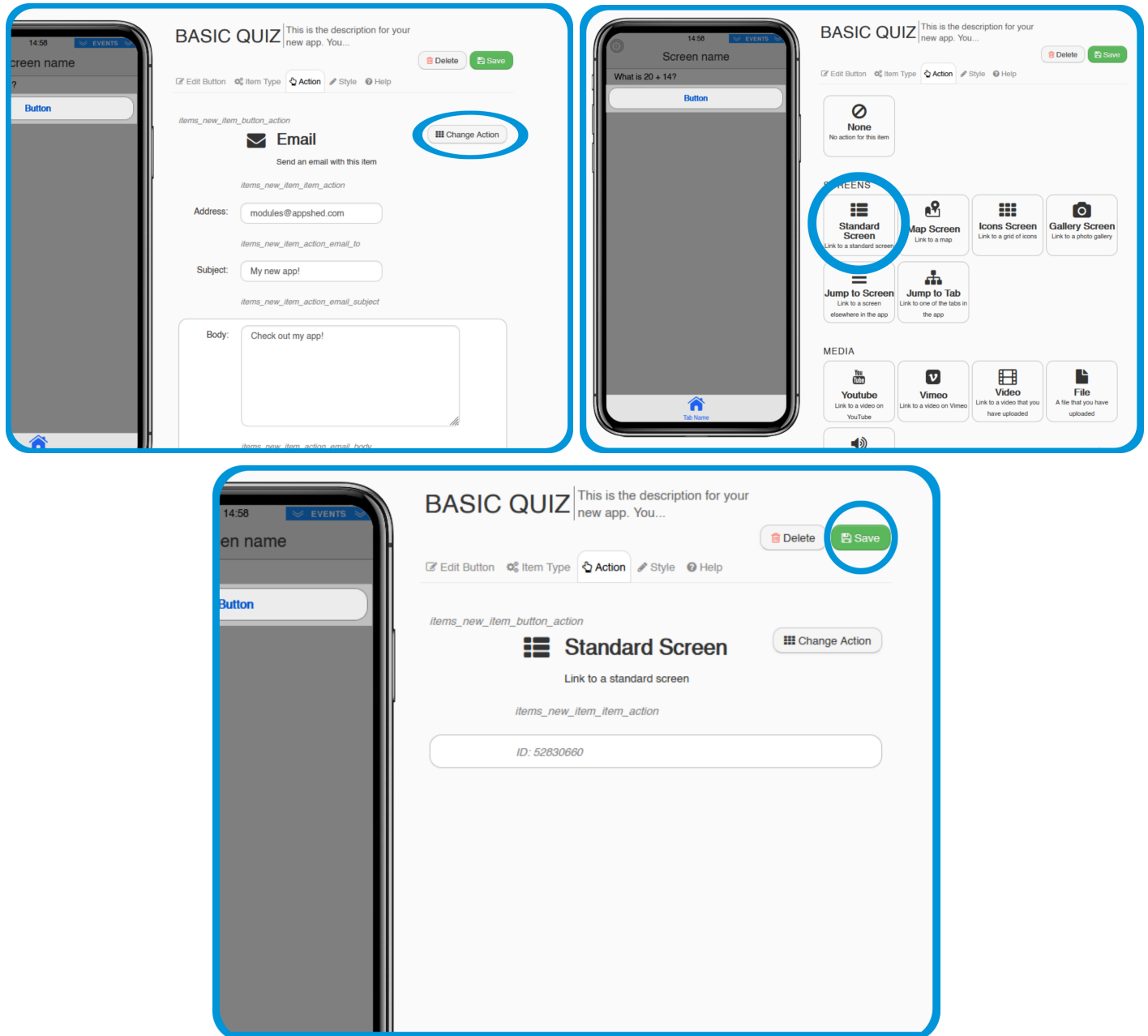
Let's add the incorrect options first, these will take the user to a new screen with the word **Wrong** written on it.

- Click on **Button** under Forms
- In the text box named **Label** type: 39



Now at this point we will have a button with the number 39 in it, we need to now tell it to take the user to a new page.

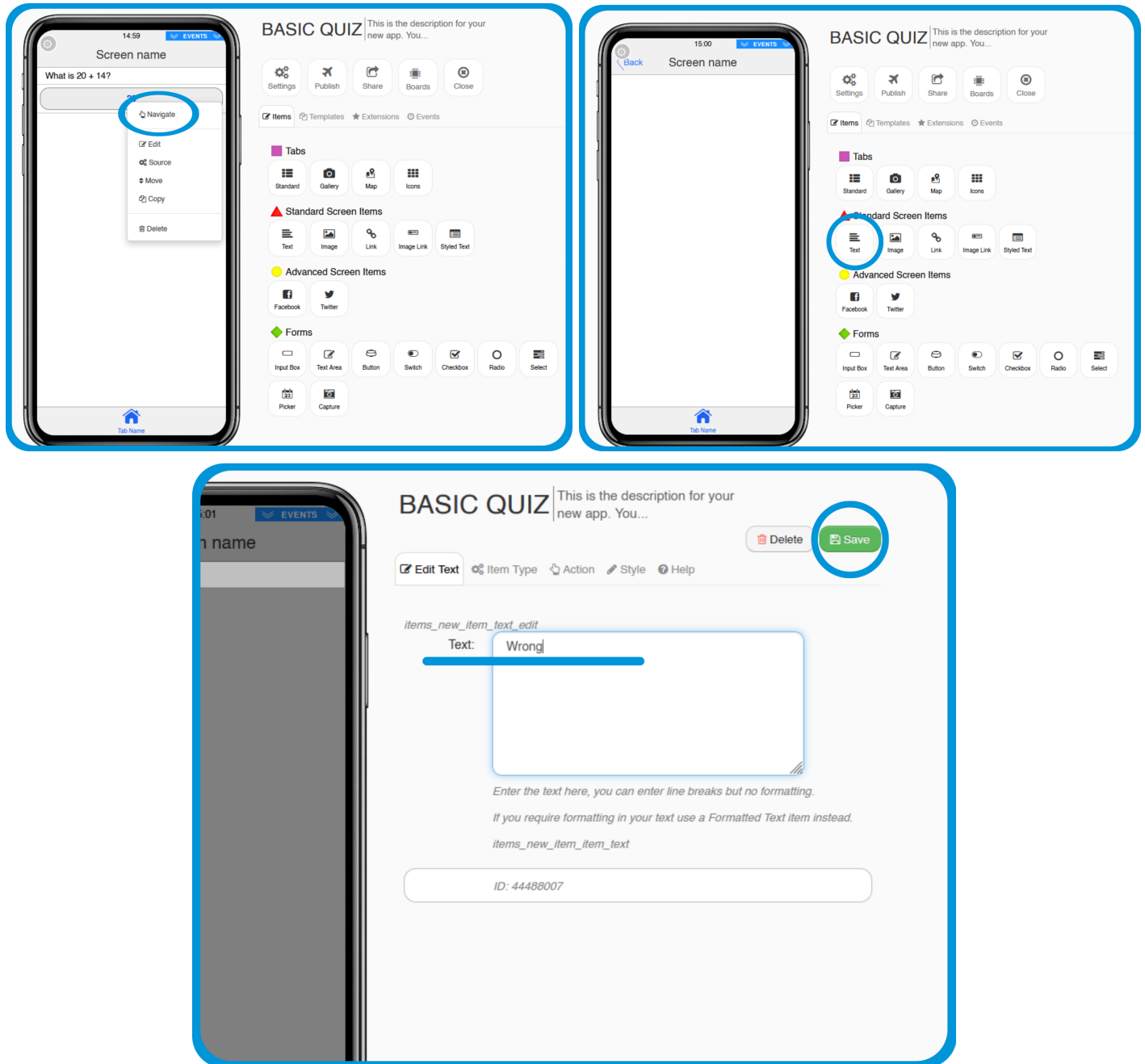
- Click **Action**
- Click **Change Action**
- Click **Standard Screen**
- Click **Save**



Now when we click on the button with 39 in it, it will take us to a blank standard screen, where we can use the text item again to place the word “Wrong” letting the user know they chose the wrong answer.

- Click on the button named **39**

- Click **Navigate**
- Click on **Text** under Standard Screen Items
- In the textbox named **Text** type: **Wrong**
- Click **Save**
- Click **Back**



Now if someone clicks on 39 (which is the incorrect answer) they will be taken to a screen letting them know they are incorrect.

One More Incorrect Option

Now let's add **One more incorrect** option which does the exact same thing as the one we just made. See if you can do it by yourself!

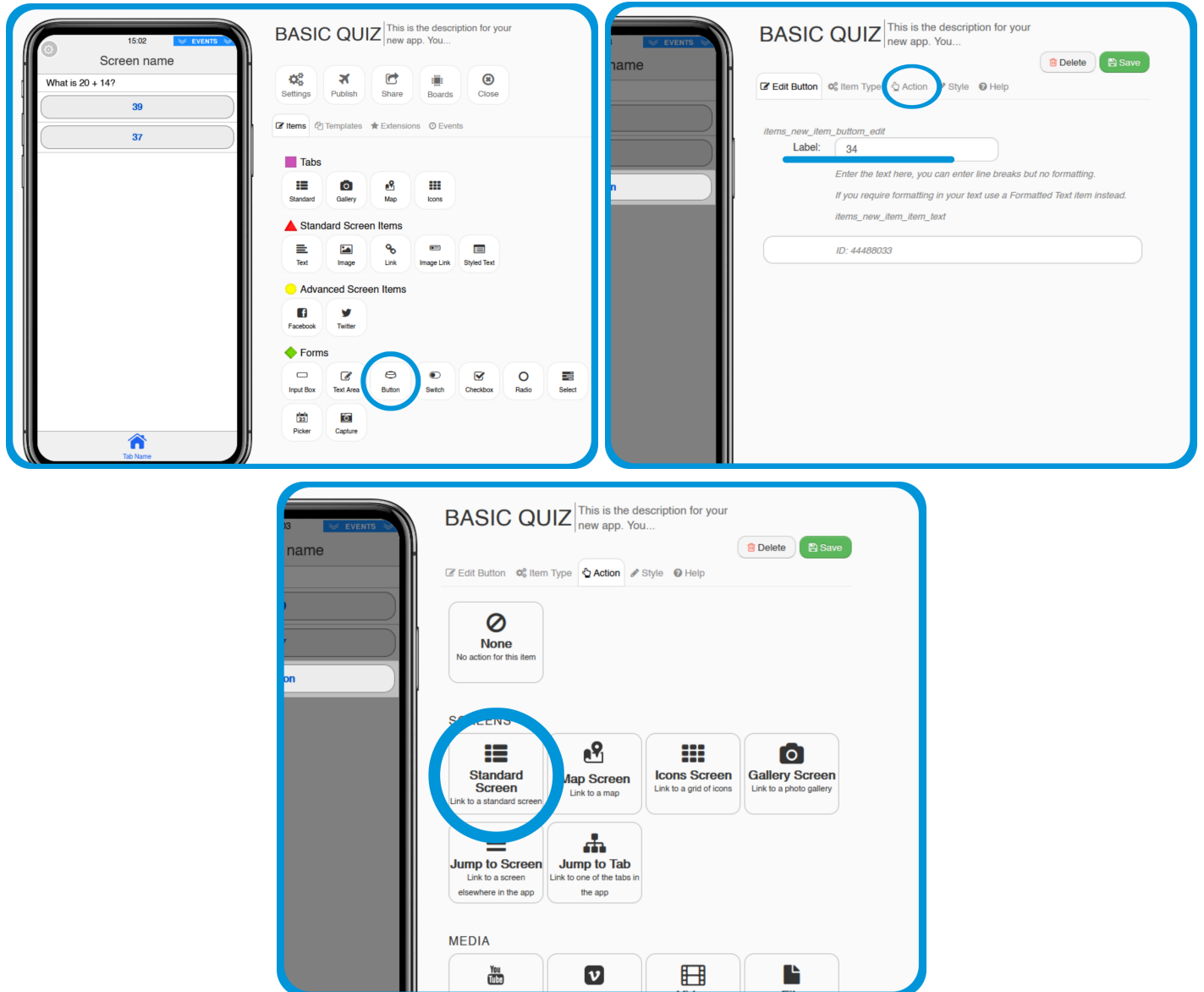
Hint: Make sure you don't use **34** as this is the **correct answer**!



Making the Correct Answer

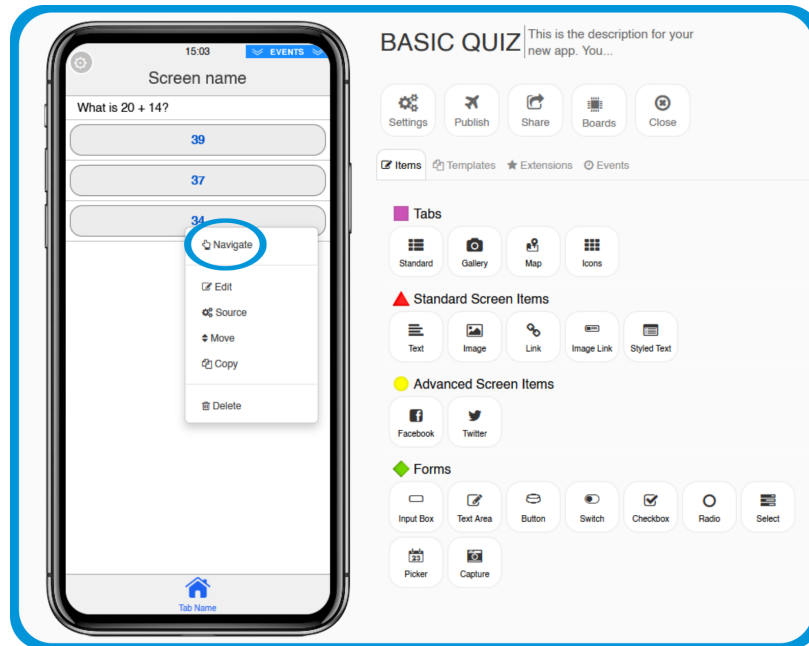
Our app should now have **three buttons** on it that are all incorrect and take users to a page that says wrong on it, let's now add the **correct answer**!

- Click **Button** under Forms
- In the text box named **Title** type: **34**
- Click on **Action**
- Click **Change Action**
- Click **Standard Screen**
- Click **Save**



Now we want to click on the correct answer so we can edit the correct answer page

- Click on the button named **34**
- Click **Navigate**



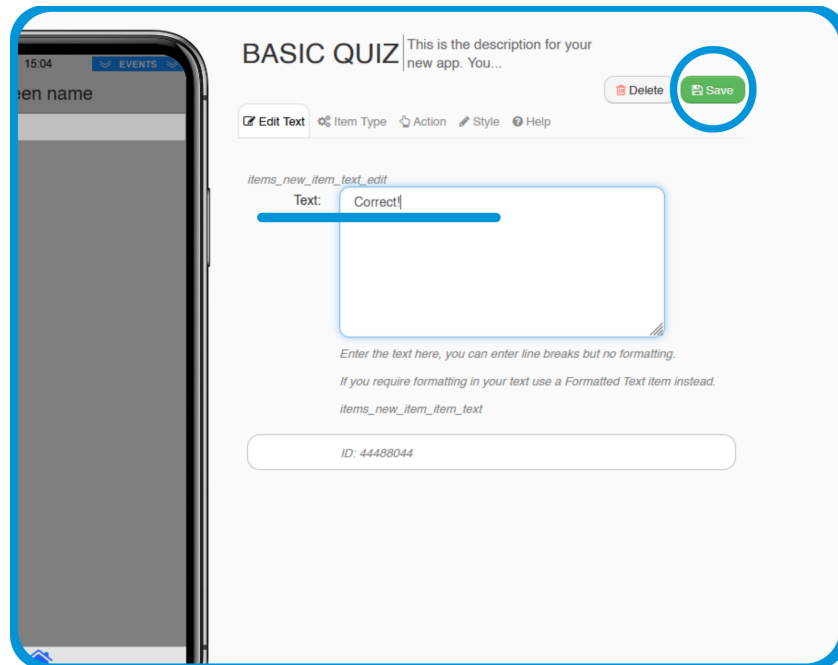
We shall now use this navigate option to:

1. Show the user that he/she has clicked on the right answer
2. Take the user to the next question

Question Two

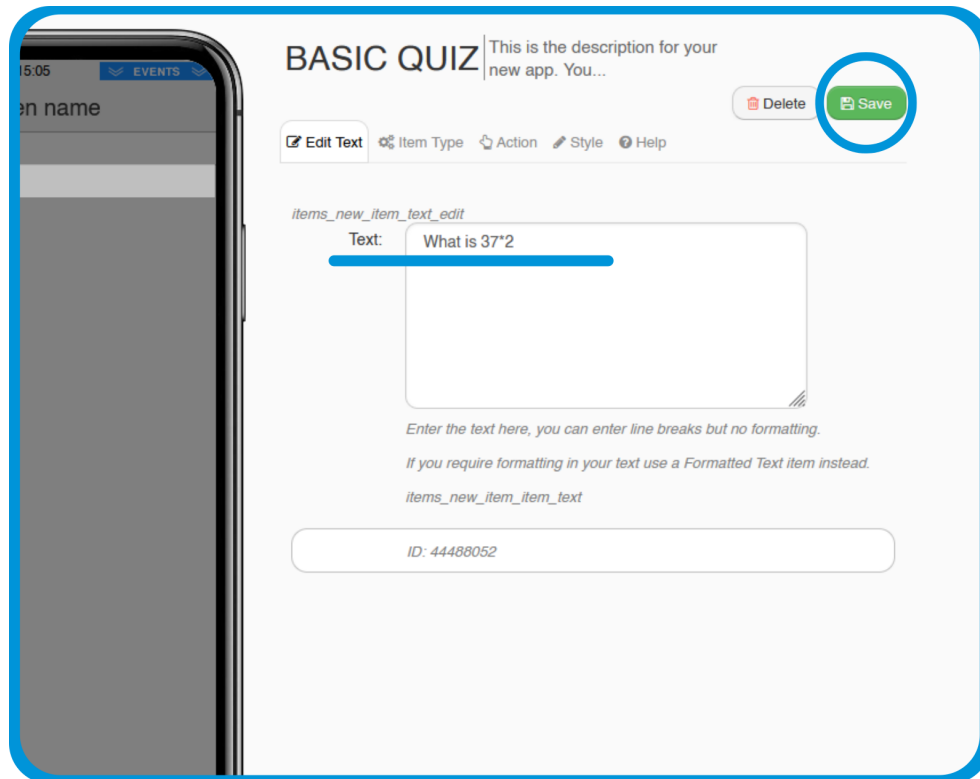
We should now be on the screen the user gets to after clicking the **Correct** answer, we will make this page into our second question. But first let's add some text to let the user know they got the answer correct.

- Click **Text** under Standard Screen Items
- In the textbox named **Text** type: **Correct!**
- Click **Save**



Now we can add our second question, let's make it **"What is 37*2"**

- Click **Text** under **Standard Screen Items**
- In the textbox named **Text** type: **What is 37*2**
- Click **Save**



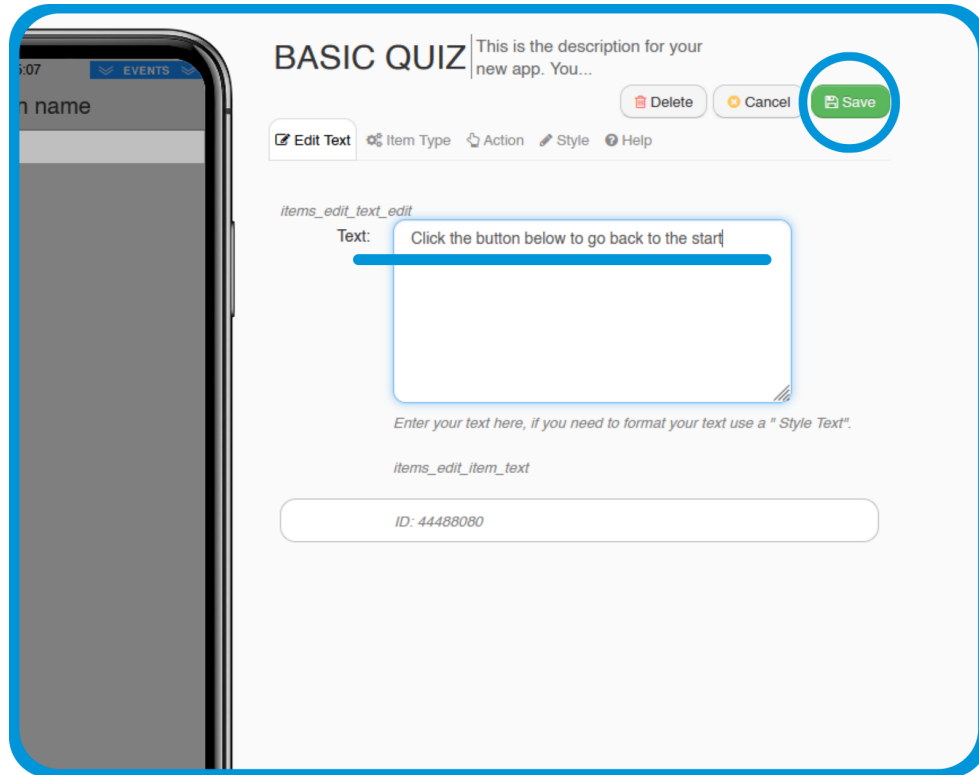
The process of adding the **Two** incorrect and **one** correct button are the exact same as before. See if you can do it yourself, if you need help go back and revise the previous steps.

Back To Start

The last thing we will now do is make a final screen that **congratulates** the users and takes them back to the **home page**, before you do this make sure to add as many questions as you want!

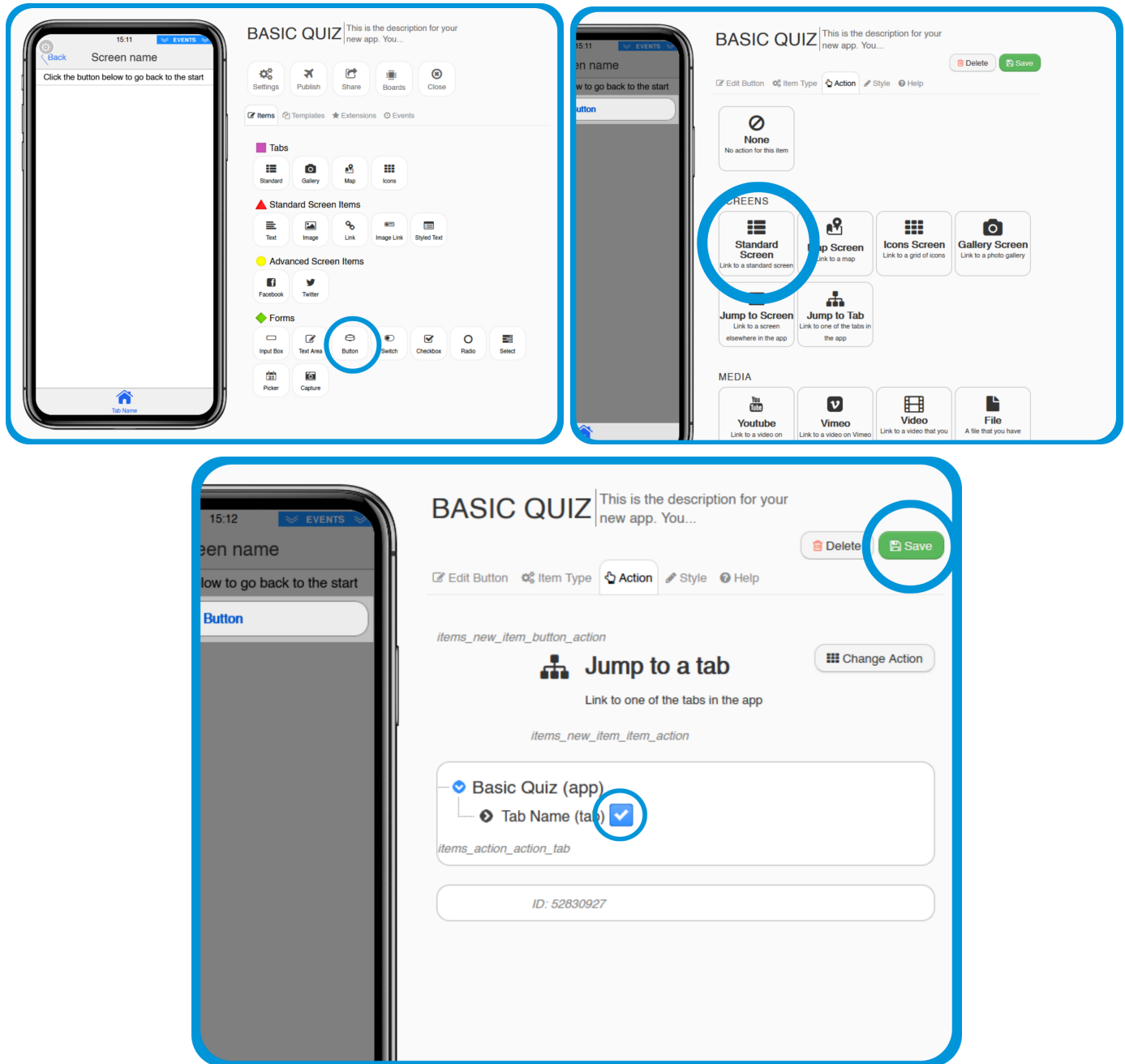
After the last correct answer on our quiz we will add some text and a button telling the user to go back to the start.

- Click **Text** under Standard Screen Items
- In the textbox named **Text** type: **Click the button below to go back to the start**
- Click **Save**



Now we will add the button.

- Click on **Button** under Forms
- In the text box named **Label** type: **Restart**
- Click **Action**
- Click **Change Action**
- Click **Jump To tab**
- Click on **Tab Name**
- Click **Save**



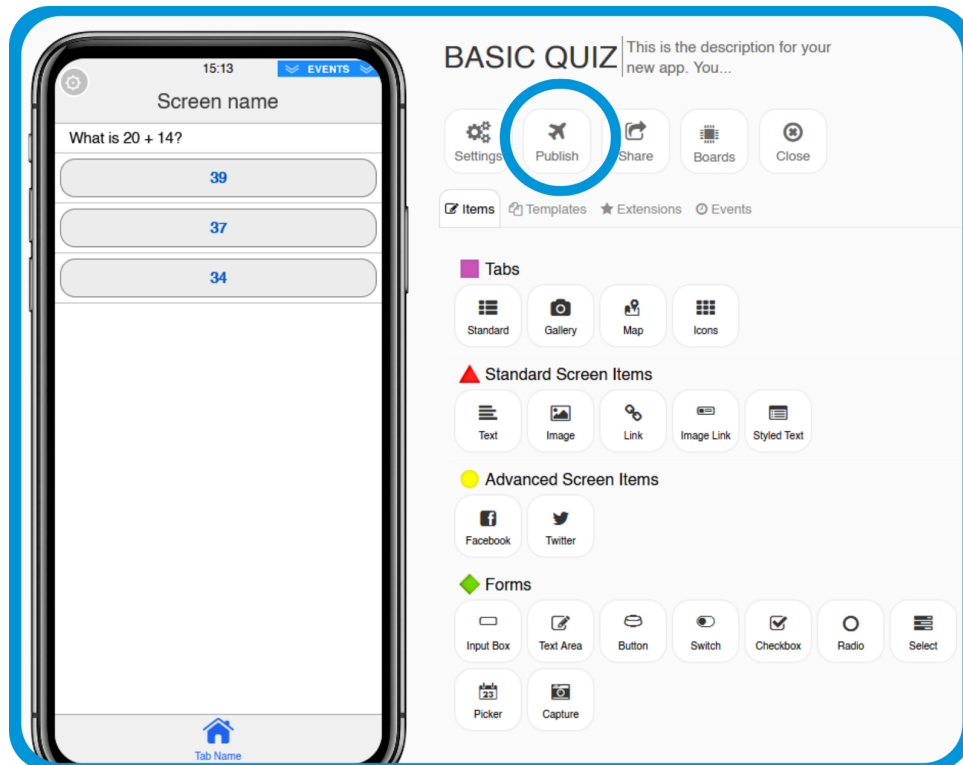
Conclusion

Publish the App

Like with all apps on AppShed we can publish it and **view it on our phones** or even **share it**.

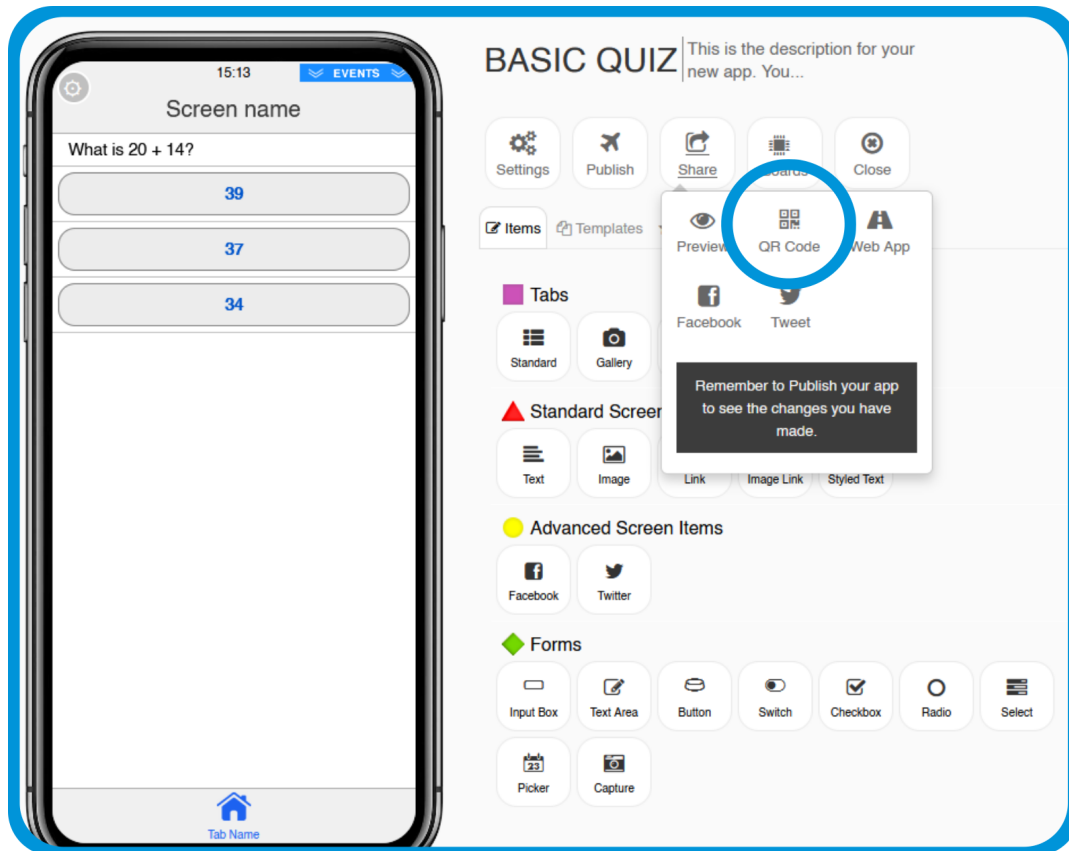
- Click **Publish**

- Click **Start**



As soon as we get a thumbs up our app is ready to view.

- Click **Share**
- Click **QR Code**
- **Scan the QR Code with your phone**



Once the code is scanned on your phone you can share this app by sending the link.

What we covered

In this lesson we built a very basic quiz app using simple screens and actions. Why not try to go and recreate this quiz with a topic you are passionate about, maybe even add some images using the image tool!