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QUIZ MASTER

LEARNING

Create and use five kinds of computer-assisted quizzes
(ages 8 and up)

by Ingrid Langevin

Requires: ATARI BASIC Language Cartridge

Diskette version (2):
(APX-20081)

ATARI 810 Disk Drive
32K RAM

Edition C

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QUIZ MASTER

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INTRODUCTION

OVERVIEW OF QUIZ MASTER

QUIZ MASTER has been designed to enable teachers and parents who are unfamiliar or uncomfortable with programming techniques to adapt the ATARI Computer to their own educational purposes. Five CAI (Computer Assisted Instruction) quizzes are available (vocabulary review, true or false, and multiple choice with three, four or five answers). The teacher or parent makes up a data file for any one of these quizzes by answering a series of straightforward questions from the computer, such as "What is WORD #1?", "WHAT IS ITS DEFINITION?". The computer then stores the data file on either tape or diskette, according to the instructions it has received, and the data file is immediately accessible for use in running one of the CAI quizzes.

Adding questions to a file or deleting questions from a file is just as easy as the original file creation process. Each data file can hold up to 4000 bytes, and you're warned when the size of a file approaches that limit. QUIZ MASTER has been tested by individuals with little or no computer experience, with excellent results.

REQUIRED ACCESSORIES

32K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive
Blank, formatted disks for storing quizzes

CONTACTING THE AUTHOR

Users wishing to contact the author about QUIZ MASTER may write to her at:

927 15th Street, NW
Suite 1012
Washington, D.C. 20005

ENTERING INFORMATION

Each time you respond to a prompt for information, press the RETURN key to signal completion of your input. The instructions that follow always assume this step.

GETTING STARTED

LOADING QUIZ MASTER INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. Turn on your disk drive.
3. When the BUSY light goes out, open the disk drive door and insert the QUIZ MASTER diskette with the label in the lower right-hand corner nearest to you.
4. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

The title screen will read:

QUIZ MASTER

After about three seconds the screen display changes to:

YOU MAY EITHER:

- (1) RUN A QUIZ
- (2) CREATE, ADD TO OR EDIT A DATA FILE

ENTER YOUR SELECTION

1. If you enter 1, the screen changes to:

THE FOLLOWING QUIZZES ARE AVAILABLE:

- (1) VOCABULARY REVIEW
- (2) TRUE OR FALSE
- (3) MULTIPLE CHOICE

ENTER THE NUMBER CORRESPONDING TO YOUR SELECTION

Enter the number of the quiz you want to run and then refer to the section of Part I of this manual that describes running a quiz of that type.

2. It's a good idea to run the DEMO quiz for each quiz type available before creating a quiz of your own. When you're ready to make up your own data file, select option 2. The screen display changes to:

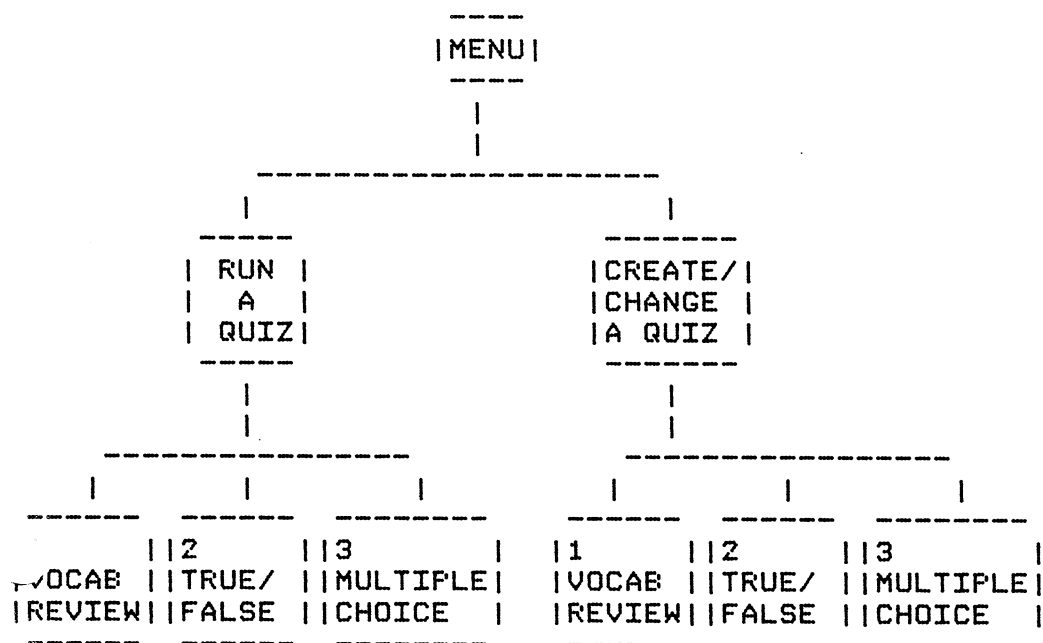
FOR WHICH OF THE FOLLOWING QUIZZES DO YOU
WISH TO CREATE OR CHANGE A FILE?

- (1) VOCABULARY REVIEW
- (2) TRUE OR FALSE
- (3) MULTIPLE CHOICE

ENTER THE NUMBER CORRESPONDING TO YOUR
SELECTION

Choose the number corresponding to your selection and then refer to the section of Part II of this manual that describes creating or changing a data file for the type of quiz you've selected.

STRUCTURE OF QUIZ MASTER



USING QUIZ MASTER

RUNNING A VOCABULARY REVIEW QUIZ

You may run a quiz based on any existing vocabulary review file stored on either diskette or tape.

The first display screen will read:

Is the data file you want stored on:

tape	(1)
disk	(2)

At this point, if you select 1, the computer asks you to insert and rewind the tape and then press PLAY and RECORD simultaneously on your program recorder. If you answer 2, the computer asks you to insert the diskette on which your quiz data files are stored and then press RETURN.

Since the DEMO quizzes are all on the QUIZ MASTER diskette, if you want to run the DEMO quiz, press the RETURN key. The computer then searches the directory of the diskette in Drive 1 and reports which vocabulary review quiz files are available on that diskette. A sample display screen is:

The quizzes available on Disk 1 are:

DEMO

Enter the name of the quiz you want or enter REPEAT to see files on another diskette.

Type DEMO and press the RETURN key. The computer will load the data from the diskette data file DEMO.V and the screen display will change to:

VOCABULARY REVIEW

HIT START TO BEGIN

HIT SELECT FOR MENU

To run the vocabulary review quiz, press the START key and follow the subsequent instructions provided by the computer.

When you have finished the quiz, the computer will display your score. If you have answered all of the questions correctly, you will receive a congratulatory message. If not, you will be offered the option of reviewing the words you missed by pressing the OPTION key. You can continue reviewing the words you miss until you know them all. Then you can take the whole quiz again by pressing the START key.

If you wish to administer the quiz to a number of people without making use of the review function, simply press the START key after each person has received his score.

When you want to run a vocabulary review quiz based on a different file or run a different type quiz, press the SELECT key to return to the Menu.

RUNNING A TRUE OR FALSE QUIZ

You may run a quiz based on any existing true or false file stored on either diskette or tape.

The first display screen will read:

Is the data you want stored on:

tape	(1)
disk	(2)

At this point, if you select 1, the computer asks you to insert and rewind the tape and then press PLAY and RECORD simultaneously on your program recorder. If you answer 2, the computer asks you to insert the diskette on which your quiz data files are stored and then press RETURN.

Since the DEMO quizzes are all on the QUIZ MASTER diskette, if you want to run the DEMO quiz, press the RETURN key. The computer then searches the directory of the diskette in Drive 1 and reports which vocabulary review quiz files are available on that diskette. A sample display screen is:

The quizzes available on Disk 1 are:

DEMO

Enter the name of the quiz you want or enter REPEAT to see files on another diskette.

Type DEMO and press the RETURN key. The computer will load the data from the diskette data file DEMO.TF and the screen display will change to:

Select the input device you want:

keyboard	(1)
joystick	(2)

Type in the number corresponding to your selection. The display screen will then change to:

TRUE OR FALSE

HIT START TO BEGIN

HIT SELECT FOR MENU

To run the true or false quiz, press the START key and follow the subsequent instructions provided by the computer.

When you have completed the quiz, the computer will display your score. If you want to repeat the quiz, press the START key again. If you want to run a true or false quiz based on a different file or run a different type quiz, press the SELECT key to return to the Menu.

RUNNING A MULTIPLE CHOICE QUIZ

You may run a quiz based on any existing multiple choice file stored on either diskette or tape.

The first display screen will read:

ENTER THE NUMBER CORRESPONDING TO THE
TYPE OF
MULTIPLE-CHOICE QUIZ YOU WANT TO RUN

3 ANSWERS	(3)
4 ANSWERS	(4)
5 ANSWERS	(5)

We will select 3. Type 3 and press the RETURN key.

The screen display will now change to:

Is the data file you want stored on:

tape	(1)
disk	(2)

At this point, if you select 1, the computer asks you to insert and rewind the tape and then press PLAY and RECORD simultaneously on your program recorder. If you answer 2, the computer asks you to insert the diskette on which your quiz data files are stored and then press RETURN.

Since the DEMO quizzes are all on the QUIZ MASTER diskette, if you want to run the DEMO quiz, press the RETURN key. The computer then searches the directory of the diskette in Drive 1 and reports which vocabulary review quiz files are available on that diskette. A sample display screen is:

The quizzes available on Disk 1 are:

DEMO

Enter the name of the quiz you want or enter REPEAT to see files on another diskette.

Type DEMO and press the RETURN key. The computer will load the data from the diskette data file DEMO.MC3 and the screen display will change to:

Do you want the correct answer to be
displayed when an error is made? (Y/N)

Type your answer (Y for "yes," or N for "no").

Next, select the input device you want:

keyboard	(1)
joystick	(2)

Type in the number corresponding to your selection. The display screen will then change to:

MULTIPLE CHOICE

HIT START TO BEGIN

HIT SELECT FOR MENU

To run the multiple choice quiz, press the START key and follow the instructions provided by the computer.

When you have completed the quiz, the computer will display your score. If you want to repeat the quiz, press the START key. If you want to run a multiple choice quiz based on a different file or run a different type quiz, press the SELECT key to return to the Menu.

CREATING AND CHANGING VOCABULARY REVIEW FILES

After initialization, the screen display will read:

DO YOU WANT TO:

CREATE A NEW FILE (1)
ADD QUESTIONS TO AN EXISTING FILE (2)
DELETE QUESTIONS FROM A FILE (3)

ENTER YOUR SELECTION

We will assume first that you are creating a new file. To do so, type 1 and press RETURN. The screen display will change to:

DO YOU WANT TO STORE THE DATA FILE ON:
CASSETTE (1)
DISK (2)

If you select 1, be sure you have a cassette handy to insert in the program recorder when asked to do so by the computer. If you select 2, be certain there are at least 20 free sectors on the data diskette you've inserted into Drive 1 so that your file can be saved. If you have selected 2, the computer will next request that you insert into Drive 1 the diskette on which you want to store your quiz data file and then press RETURN. When you've done so, the computer will ask you what name you want to give to your quiz file:

WHAT IS THE NAME OF THE DISK FILE YOU ARE
GOING TO CREATE?

Example: BIOVOCAB

The name you choose should be eight characters or less and should not contain any periods. Also, do not include any drive specification (such as D: or D1:); the computer will automatically store your file on the disk drive in Drive 1.

Let's name your first file EXAMPLE1. Type this name and then press RETURN. The computer will now check your diskette to see if another file already has this name. If so, you will be asked to select a new name. Otherwise, the program will proceed and the screen display will change to:

WHAT IS WORD #1?

Let's make up a biology quiz. The first word will be BACTERIA.

Type BACTERIA (be sure you use all uppercase letters) and press RETURN.

The screen display will now move on to:

WHAT IS ITS DEFINITION?

Type UNICELLULAR PLANTS LACKING CHLOROPHYLL AND WITHOUT A DISTINCT NUCLEUS and then press RETURN.

The computer will now display WORD #1 and its definition and ask whether to enter them into your file or allow you to redo them. The screen display will read:

Your question appears as follows:

BACTERIA

UNICELLULAR PLANTS LACKING CHLOROPHYLL
AND WITHOUT A DISTINCT NUCLEUS

Type E to enter it into the file.

Type R to redo the question.

If you're satisfied with the question, type E and press RETURN. If there is a typographical error or other mistake in the question, type R and the computer will allow you to redo it.

When you've entered WORD #1 into your file, the computer will ask you for WORD #2, and so forth. When you've entered all the words you want to include in your file, respond to the request for another word by typing DONE and pressing RETURN. For example, if you have made up a vocabulary review quiz consisting

of ten words, when the computer asks:

WHAT IS WORD #11?

type DONE and press RETURN.

Upon receiving this instruction, the computer will save your file onto tape or diskette (depending on your earlier selection). If a problem develops during the SAVE operation, the computer will report to you that it is unable to save the file and will ask you to correct the problem. When you have done so, press RETURN and the computer will again try to save your file.

When your file has been successfully saved, if you have the QUIZ MASTER diskette inserted in Drive 1, the computer will automatically return you to the Menu program. If you have some other diskette in Drive 1, the program will END.

Changing a file

You can add questions to an existing file or delete questions from a file. Select 2 on the first display screen to add questions to a file; select 3 to remove questions from a file.

Then follow the instructions appearing on the screen.

*****NOTE*****

Due to the structure of QUIZ MASTER, when you edit an existing file you are really creating another file. Therefore, you must enter a new file name in response to the prompt "WHAT IS THE NAME OF THE DISK FILE YOU ARE GOING TO CREATE?" If you use the same name, the following statement appears: A FILE WITH THIS NAME ALREADY EXISTS. PLEASE CHOOSE ANOTHER NAME.

CREATING AND CHANGING TRUE OR FALSE FILES

After initialization, the screen display will read:

DO YOU WANT TO:

CREATE A NEW FILE (1)
ADD QUESTIONS TO AN EXISTING FILE (2)
DELETE QUESTIONS FROM A FILE (3)

ENTER YOUR SELECTION

We will assume first that you are creating a new file. To do so, type 1 and press RETURN. The screen will change to:

DO YOU WANT TO STORE THE DATA FILE ON:
CASSETTE (1)
DISK (2)

If you select 1, be sure you have a cassette handy to insert in the program recorder when asked to do so by the computer. If you select 2, be certain there are at least 20 free sectors on the data diskette you've inserted in Drive 1 so that your file can be saved. If you selected 2, the computer will next request that you insert into Drive 1 the diskette on which you want to store your quiz data file and then press RETURN. When you've done so, the computer will ask you what name you want to give to your quiz file:

WHAT IS THE NAME OF THE DISK FILE YOU ARE
GOING TO CREATE?

Example: SCIENCE

The name you choose should be eight characters or less and should not contain any periods. Also, do not include any drive specification (such as D: or D1:); the computer will automatically store your file on the disk in Drive 1. Let's name your first file CANADA1. Type this name and then press RETURN. The computer will now check your diskette to see if another file already has this name. If so, you will be asked to select a new name. Otherwise, the program will proceed and the screen display will change to:

WHAT IS THE HEADER OF QUESTION #1?

Type in the header you want for the first set of questions; for

example, you might want to say: "Our study of Canada has taught us that:"

If so, type this header in and then press RETURN. The computer will display the header and then ask if you want to enter it into your file. If you are satisfied with the header, type E and press RETURN. If there is a typographical error or other mistake in the header, type R and the computer will allow you to redo it.

Next, the computer will ask you to enter a TF (true or false) statement. You might want to enter: "Canada is composed of ten provinces and two territories.". Type this statement in and then press RETURN. The computer will then ask you whether this statement is true or false. Type T and press RETURN. The computer then will display your question and the number of the correct answer and ask you whether you wish to enter it into your file or redo it. If you are satisfied with the question, type E and press RETURN. If there is a typographical error or other mistake, type R and the computer will allow you to redo it.

When you have entered the first true or false statement into your file, the computer will ask you for the next one, and so forth. You may insert a header whenever you wish by typing HEADER in response to the request for the next TF statement. When you have entered all the questions you want to include in your file, respond to the request for the next TF statement by typing DONE and pressing RETURN.

Upon receiving this instruction, the computer will save your file onto tape or diskette (depending on your earlier selection). If a problem develops during the SAVE operation, the computer will report to you that it is unable to save the file and will ask you to correct the problem. When you have done so, press RETURN and the computer will again try to save your file.

When your file has been successfully saved, if you have the QUIZ MASTER diskette inserted in Drive 1, the computer will automatically return you to the Menu program. If you have some other diskette in Drive 1, the program will END.

Changing a file

This program also allows you to add questions to an existing file or to delete questions from a file. To do so, select the appropriate number when the first display screen appears and follow the instructions appearing on the screen.

*****NOTE*****

Due to the structure of QUIZ MASTER, when you edit an existing file you are really creating another file. Therefore, you must enter a new file name in response to the prompt "WHAT IS THE NAME OF THE DISK FILE YOU ARE GOING TO CREATE?" If you use the same name, the following statement appears: A FILE WITH THIS NAME ALREADY EXISTS.

PLEASE CHOOSE ANOTHER NAME.

CREATING AND CHANGING MULTIPLE CHOICE FILES

After initialization, the screen display will read:

DO YOU WANT TO:

CREATE A NEW FILE (1)
ADD QUESTIONS TO AN EXISTING FILE (2)
DELETE QUESTIONS FROM A FILE (3)

ENTER YOUR SELECTION

We will assume first that you are creating a new file. To do so, type 1 and press RETURN. The screen display will change to:

ENTER THE NUMBER OF ANSWERS YOU WANT
IN YOUR MULTIPLE-CHOICE QUIZ
(3,4,5)?

Enter the number corresponding to your selection and press RETURN.

The screen display will now change to:

DO YOU WANT TO STORE THE DATA FILE ON:

CASSETTE (1)
DISK (2)

If you select 1, be sure you have a cassette handy to insert in the program recorder when asked to do so by the computer. If you select 2, be certain there are at least 20 free sectors on the data diskette you've inserted in Drive 1 so that your file can be saved. If you selected 2, the computer will next request that you insert into Drive 1 the diskette on which you want to store your quiz data file and then press RETURN. When you've done so, the computer will ask you what name you want to give to your quiz file:

WHAT IS THE NAME OF THE DISK FILE YOU ARE
GOING TO CREATE?

Example: ENGLISH

The name you choose should be eight characters or less and should not contain any periods. Also, do not include any drive specification (such as D: or D1:); the computer will automatically

store your file on the disk in Drive 1. Let's name your first file HISTORY1. Type this name and then press RETURN. The computer will now check your diskette to see if another file already has this name. If so, you will be asked to select a new name. Otherwise, the program will proceed and the screen display will change to:

WHAT IS QUESTION #1?

Type in the first question. Let's use as an example the question "WHICH OF THE FOLLOWING STATEMENTS APPLIES TO THOMAS JEFFERSON?"

Type this question in and then press RETURN.

Next, the computer will ask you to enter the answers you want to give to the question. For the sake of illustration, let's give the following answers:

WHAT IS ANSWER 1?
HE WAS THE FOURTH PRESIDENT OF THE U.S.

WHAT IS ANSWER 2?
HE WAS BORN IN MASSACHUSETTS.

WHAT IS ANSWER 3?
HE BUILT MONTICELLO.

Finally, it will ask you for the number of the correct answer.

ENTER THE NUMBER OF THE CORRECT ANSWER

The correct answer to this question is 3, so type 3 and then press RETURN.

The computer then will display your question and the number of the correct answer and ask you whether you wish to enter it into your file or redo it. If you're satisfied with the question, type E and press RETURN. If there is a typographical error or other mistake, type R and the computer will allow you to redo it.

When you have entered the first question into your file, the computer will ask you for the next one, and so forth. When you have entered all the questions you want to include in your file, respond to the request for the next question by typing DONE and pressing RETURN.

Upon receiving this instruction, the computer will save your file

onto tape or diskette (depending on your earlier selection). If a problem develops during the SAVE operation, the computer will report to you that it is unable to save the file and will ask you to correct the problem. When you have done so, press RETURN and the computer will again try to save your file.

When your file has been successfully saved, if you have the QUIZ MASTER disk inserted in Drive 1 the computer will automatically return you to the Menu program. If you have some other disk in Drive 1, the program will END.

Changing a file

This program also allows you to add questions to an existing file or to delete questions from a file. To do so, select the appropriate number when the first display screen appears and follow the instructions appearing on the screen.

*****NOTE*****

Due to the structure of QUIZ MASTER, when you edit an existing file, you are really creating another file. Therefore, you must enter a new file name in response to the prompt "WHAT IS THE NAME OF THE DISK FILE YOU ARE GOING TO CREATE?" If you use the same name, the following statement appears: A FILE WITH THIS NAME ALREADY EXISTS. PLEASE CHOOSE ANOTHER NAME.

DELETING A DATA FILE

To erase a data file from your diskette, you must use the Disk Operating System (DOS). This method prevents accidental erasure of data files.

After loading DOS 2.0 into your computer, select option A to check the directory of your data diskette and find the complete name of the data file you want to delete. The suffixes appended to files are the following:

Vocabulary review data files -- .V

True or false data files -- .TF

Three-answer multiple choice data files
-- .MC3

Four-answer multiple choice data files --
.MC4

Five-answer multiple choice data files --
.MC5

You must include the suffix when you specify the file you want to delete. For example, if you want to delete a true or false quiz called TEST1, select option D on the DOS menu and then type TEST1.TF and press RETURN.

After you've deleted all the files you want to erase, turn your computer off for a few seconds and then turn it on again using the QUIZ MASTER program diskette in Drive 1.

TROUBLESHOOTING

Every effort has been made to predict user errors during the execution of QUIZ MASTER programs and to suggest solutions. However, if you should receive an error message, the QUIZ MASTER Menu will reload into computer memory and restart automatically.

ADVANCED TECHNICAL INFORMATION

USE OF LOWERCASE LETTERS

Use all uppercase letters when entering words into vocabulary review data files; you may use lowercase letters when entering your definitions.

You may use lowercase letters at all times when creating or changing true or false or multiple choice data files.

FUNCTION OF QUIZ MASTER PROGRAMS

1. VFILER

Creating and editing vocabulary review quizzes

2. VOCABS

Running vocabulary review quizzes

3. TFFILER

Creating and editing true or false quizzes

4. TFS

Running true or false quizzes

5. MCFILER

Creating and editing multiple choice quizzes

6. MULTCRS

Running multiple choice quizzes

SUFFIXES

For the sake of consistency and brevity, it is recommended that you use the following suffixes when labeling your cassette quiz files:

1. .V for vocabulary review quiz files

2. .TF for true or false quiz files
3. .MC3 for multiple choice quiz files with 3 answers
4. .MC4 for multiple choice quiz files with 4 answers
5. .MC5 for multiple choice quiz files with 5 answers

TRANSFERRING DATA FILES FROM DISKETTE TO CASSETTE

RUN the FILER program corresponding to the type of quiz data file you want to transfer (i.e., VFILER, TFFILER or MCFILER). When the first screen appears, select Option 2, ADD QUESTIONS TO AN EXISTING FILE.

In response to the next query, reply that the data file you want is stored on diskette. Wait for the computer to display the list of data files available on the diskette in Drive 1 and then type in the name of the one you want to transfer.

Next, inform the computer that you want to store the new data file on cassette. The computer will then ask you to type in the first question you want to add to the file. At this point, type DONE and press RETURN. Then follow the instructions which the computer will give you to save the transferred file onto cassette.

(Note. By reversing this procedure, you can transfer files stored on tape to diskette.)



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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX

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[seal here]