

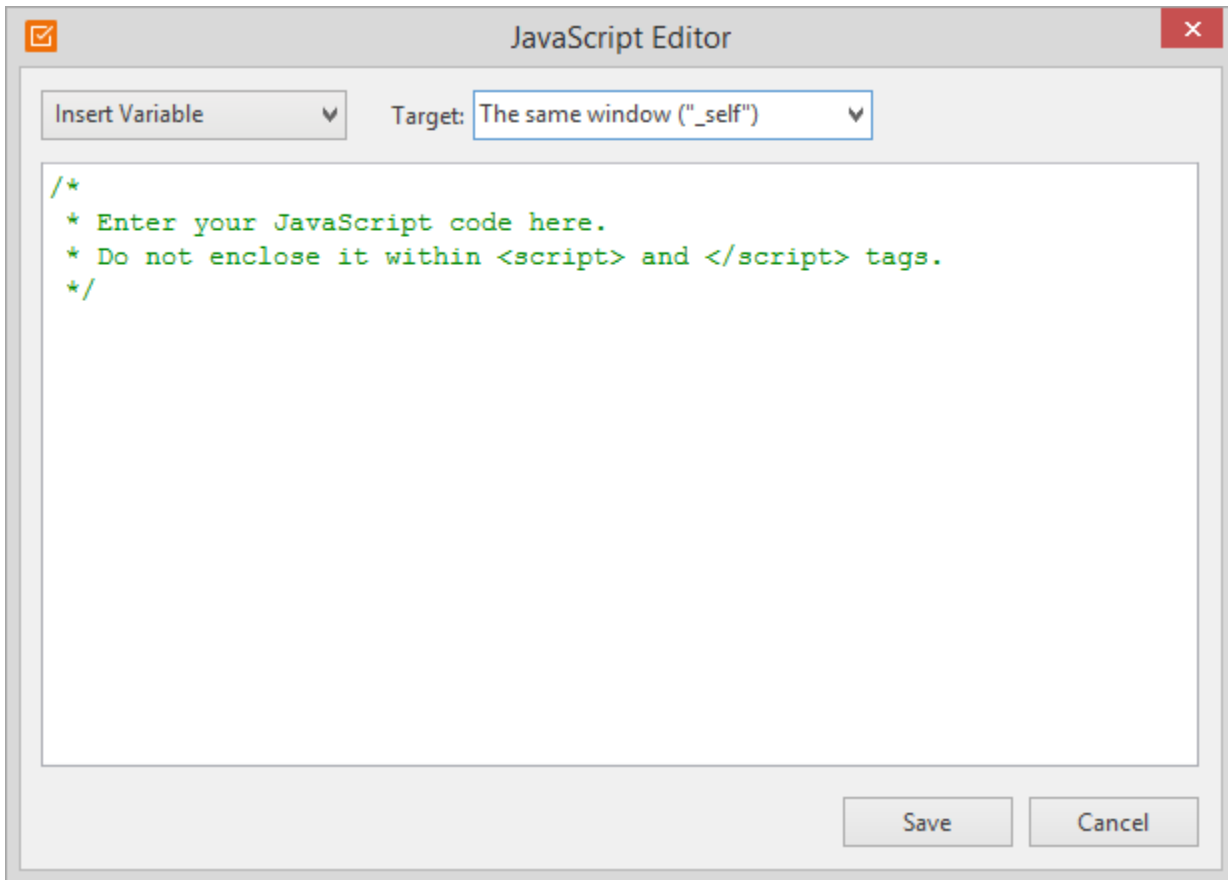
JavaScript Customization

Option **Execute JavaScript** will give you opportunity to run JavaScript code when a user answers all questions of the quiz.

To modify JavaScript, click the **Customize** button in the **Properties** -> **Result** -> **Reporting** area.

The image shows a 'Quiz Properties' dialog box with a sidebar on the left and a main content area on the right. The sidebar has four items: 'Main', 'Navigation', 'Question Defaults', and 'Result', with 'Result' highlighted in orange. The main content area is titled 'Perform the actions when user finishes the quiz:' and has two tabs: 'If user passes' (selected) and 'If user fails'. Under the 'If user passes' tab, there are two sections: 'Finish Action' and 'Reporting'. The 'Finish Action' section has three options: 'Close browser window' (selected), 'Go to URL: http://' (with a text input field), and 'Open in a new browser window' (checked). The 'Reporting' section has five options: 'Execute JavaScript' (checked) with a 'Customize...' button, 'Send quiz result to quiz taker's email' (unchecked), 'Send quiz result to email' (unchecked) with a text input field containing 'm.smith@gmail.com', 'Send detailed results' (checked) with a 'Customize...' button, and 'Send quiz result to server' (unchecked) with a text input field containing 'http://'. Below the 'Send quiz result to server' option is a link that says 'Learn more about sending results to server'. At the bottom of the dialog box are 'OK' and 'Cancel' buttons.

The **JavaScript Editor** window will open.



You can insert quiz variables in **Insert Variable** drop-down and set **Target** to define script execution area.

Variable	Description
PASSING_SCORE	Quiz passing score (for graded quizzes only).
AWARDED_SCORE	User score for the quiz (for graded quizzes only).
PASSING_PERCENT	Quiz passing percent is a number from 1 to 100.
AWARDED_PERCENT	User score for the quiz in percent of total. Percent is a number from 1 to 100.
QUIZ_STATUS	Status of the quiz: "Passed", "Failed", "Completed".
QUIZ_DURATION	Time in seconds spent by the user to pass the quiz.

Note: Quiz variable must be surrounded by "%" characters. Otherwise it will be defined as a string.