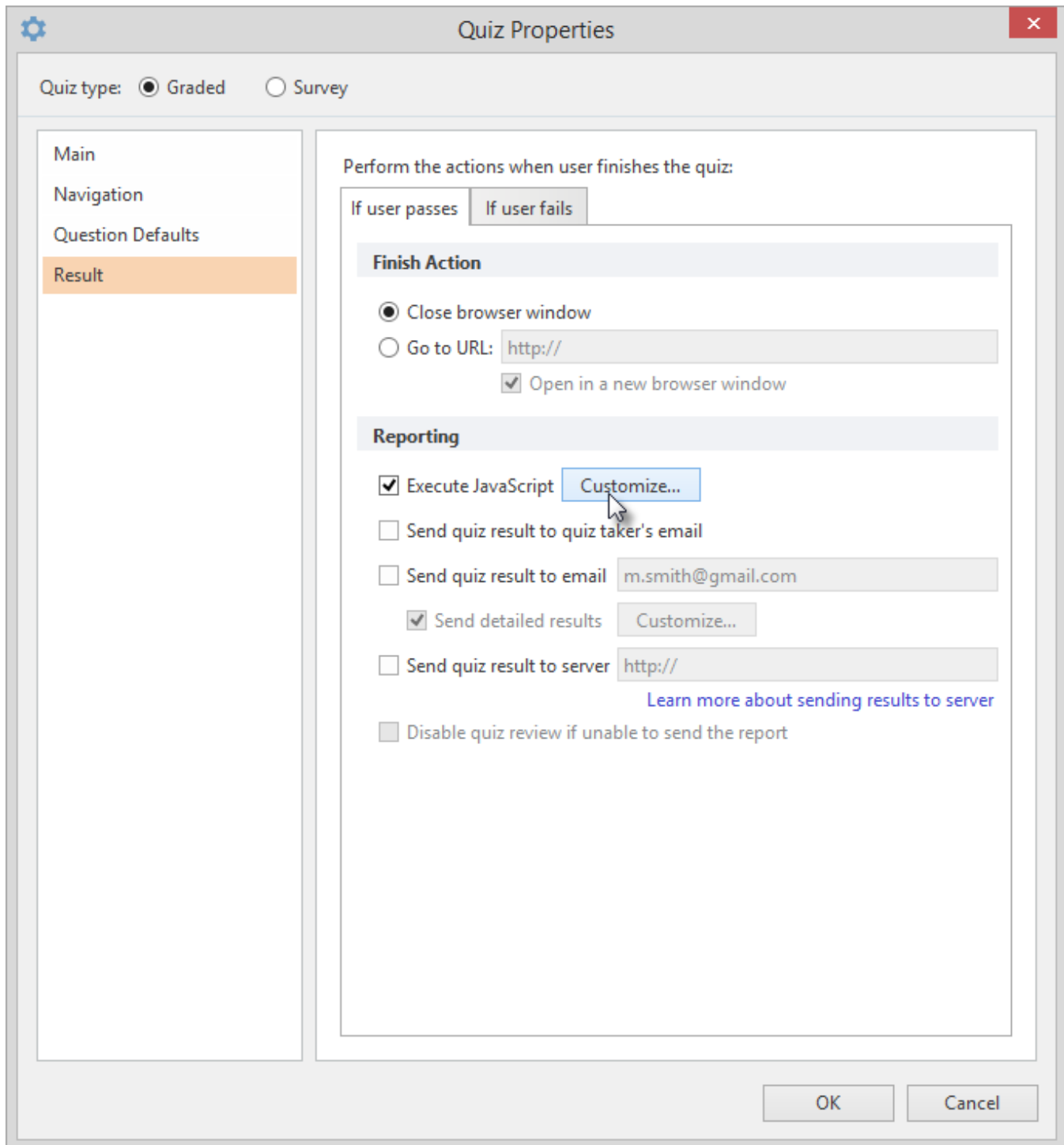


# JavaScript Customization

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 containing 'Main', 'Navigation', 'Question Defaults', and 'Result' (which is selected and highlighted in orange). The main area is titled 'Perform the actions when user finishes the quiz:' and has two tabs: 'If user passes' and 'If user fails'. Under the 'If user passes' tab, there are two sections: 'Finish Action' and 'Reporting'. In the 'Finish Action' section, 'Close browser window' is selected with a radio button, and 'Go to URL' is set to 'http://' with a checkbox for 'Open in a new browser window' checked. In the 'Reporting' section, 'Execute JavaScript' is checked, and a 'Customize...' button is next to it. Other options include 'Send quiz result to quiz taker's email', 'Send quiz result to email' (set to 'm.smith@gmail.com'), 'Send detailed results' (checked, with a 'Customize...' button), 'Send quiz result to server' (set to 'http://'), and 'Learn more about sending results to server' (a blue link). At the bottom right are 'OK' and 'Cancel' buttons.

Quiz Properties

Quiz type: ☒ Graded ☐ Survey

Main  
Navigation  
Question Defaults  
Result

Perform the actions when user finishes the quiz:

If user passes If user fails

**Finish Action**

☒ Close browser window  
☐ Go to URL:   
☒ Open in a new browser window

**Reporting**

☒ Execute JavaScript [Customize...](#)  
☐ Send quiz result to quiz taker's email  
☐ Send quiz result to email   
☒ Send detailed results   
☐ Send quiz result to server   
[Learn more about sending results to server](#)  
☐ Disable quiz review if unable to send the report

OK Cancel

The **JavaScript Editor** window will open.

JavaScript Editor

Insert Variable

Target: The same window ("\_self")

```
/*
 * Enter your JavaScript code here.
 * Do not enclose it within <script> and </script> tags.
 */
```

Save

Cancel

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.  
[blocked URL](#)