

The purpose of this exercise is to write a fun quiz program that gives you more practice with variables. The first box below is about writing the basic quiz program. Then, the second box below is about using functions (new blocks) and lists to have the computer do the repetitive work for us, so we can make our quiz as long as we want with minimal effort.

Write a quiz program that asks you several questions.

For instance, for one question it might say: What is the capital of Washington State?

If you say: Tacoma                      It says: Wrong!

If you say: Olympia                      It says: Right!

If you want to be fancy, you can make the program give you three guesses for each question before telling you the right answer.

Improving the program with functions (new blocks) and lists to make the computer do the repetitive work for us.

See <http://scratch.mit.edu/projects/17371298/#editor> as an example.

**Think about the program three ways:**

**Cat way:** No functions and no lists. Just ask each question one right after the other.

**Horse way:** Write a function (create new block) AskQuestion that takes two string variables: question and response

**Unicorn way:** Use two lists: questions and responses

