Quiz skills – broadcasts

One problem with your quiz is that it gets pretty long

There are lots of questions and they all do the same sort of thing

In particular, the "if you go it righ…" sets of blocks keep doing almost exactly the same thing

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There's a way to make the quiz shorter

This uses an idea called broadcasts

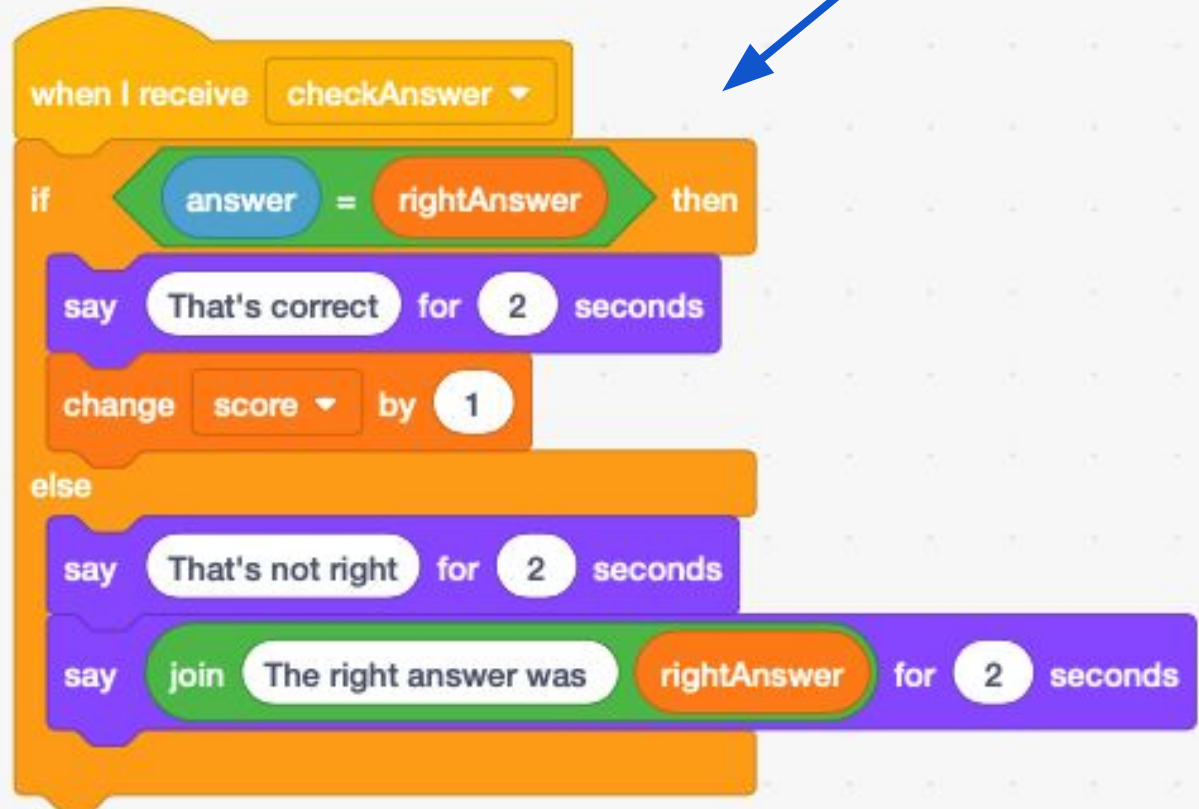The screenshot on slide 3 shows you how to do this

Slide 4 explains how it works

Main program

Broadcast

```
when [flag] clicked
ask  What is 2 + 2  and wait
set  rightAnswer  to  4
broadcast  checkAnswer
ask  Question 2 etc...  and wait
set  rightAnswer  to  ???
broadcast  checkAnswer
```

```
when I receive  checkAnswer
if  answer = rightAnswer  then
    say  That's correct  for  2  seconds
    change  score  by  1
else
    say  That's not right  for  2  seconds
    say  join  The right answer was  rightAnswer  for  2  seconds
```

IMPORTANT:
This main program is not complete - it doesn't set the score to 0 or do the introduction, for example

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Quiz skills – broadcasts

A broadcast is a **subroutine**

This takes a **part** of the program that you need to do lots of times in pretty much the same way, and breaks it into its own, separate program

This means your main program can be much shorter

You have to set the **rightAnswer variable** each time so that you can check it in the broadcast