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# **PyMoxQuizz Documentation**

***Release 0.9***

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November 19, 2015



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Contents: A MoxQuizz question library for Python. See <http://moxquizz.de/> for the original implementation in TCL.

**class** `moxquizz.quiz.Question` (*attributes\_dict*)

Represents one MoxQuizz question.

**EASY = 2**

A value for *level* that indicates a question of easy difficulty.

**EXTREME = 5**

A value for *level* that indicates a question of extreme difficulty or obscurity.

**HARD = 4**

A value for *level* that indicates a question of hard difficulty.

**LEVELS = (1, 2, 3, 4, 5)**

The available *level* difficulty values, *TRIVIAL*, *EASY*, *NORMAL*, *HARD* and *EXTREME*.

**NORMAL = 3**

A value for *level* that indicates a question of average or normal difficulty.

**TRIVIAL = 1**

A value for *level* that indicates a question of trivial difficulty.

**answer = None**

The answer. Arbitrary text; required. Correct answers can also be covered by the *regexp* property.

**author = None**

The question author. Arbitrary text; optional.

**category = None**

The question category. Arbitrary text; optional.

**comment = None**

A comment. Arbitrary text; optional.

**level = None**

The difficulty level. Value must be from the *LEVELS* tuple. The default value is *NORMAL*.

**parse** (*attributes\_dict*)

Populate fields from a dictionary of attributes, usually provided by a *QuestionBank* *parse* call.

**question = None**

The question. Arbitrary text; required.

**regexp = None**

A regular expression that will generate correct answers. Optional. See also the *answer* property.

**score = 1**

The points scored for the correct answer. Integer value; default is 1.

**tip = []**

An ordered list of tips (hints) to display to users. Optional.

**tipcycle = 0**

Indicates which tip is to be displayed next, if any.

**class** `moxquizz.quiz.QuestionBank` (*filename*)

Represents a MoxQuizz question bank.

**KEYS = (u'Answer', u'Author', u'Category', u'Comment', u'Level', u'Question', u'Regexp', u'Score', u'Tip', u'Tipcy**

The valid attributes available in a MoxQuizz question bank file.

**LEVEL\_VALUES = {u'normal': 3, u'hard': 4, u'easy': 2, u'baby': 1, u'extreme': 5, u'trivial': 1, u'difficult': 4}**

Text labels for the *Question.level* difficulty values.

**filename = u''**

The path or filename of the question bank file.

**parse** (*filename*)

Read a MoxQuizz-formatted question bank file. Returns a list of *Question* objects found in the file.

**questions** = []

A list of *Question* objects, constituting the questions in the question bank.

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