**Simple Quiz Assessment**

**Challenge Overview**

This assessment will cover simple user interactions in Alice. *It should take about 20 minutes to complete this challenge.*

Before starting this challenge complete: **“Simple Quiz”**

This challenge uses while loops, functions, and use of variables in methods so be sure to familiarize yourself with those concepts.

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**Starter World**

Open the `quizassessment.a2w` world.

You will see that there are some objects and methods already written.

If you press play you can see that the world doesn’t work... yet... and that the host just says a bunch of gibberish.

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**Goal**

Your goal is to create a functioning quiz in `world.my` first method. I have provided the general structure for the program, but you will write code for `world.firstquestion`, `world.secondquestion`, and `world.thirdquestion`.

Each question asks the user to input a different response each time, whether it be an integer answer, string answer, or a simple boolean answer.
First Question

The first question already prompts the user to input a numerical answer, and should continue asking the user for a response until the correct answer is given.

Hint: use a while loop to force the user to continue answering until the correct answer is given.

Second Question

The second question should prompt the user to input a string as the response, and should continue asking the user for a string response until the correct answer is given.

Hint: Again, consider a while loop

Third Question

The third question should be much simpler, where the response should be just a simple boolean.

Play World!

You can now play your quiz game!

If your program prompts the user to continue guessing until the right answer is given for each question, then YOU HAVE COMPLETED THE CHALLENGE!!

CONGRATULATIONS!!