Version 1

Create two textboxes on the MicroWorlds page. One should be named, Correct and the other should be named Incorrect.

```lisp
(to number1
  output random 11
end)
```

*Number1* will report a random number between 0 and 10. If you want a number from 1-10, you say
```
(output 1 + random 10)
```

```lisp
(to number2
  output random 11
end)
```

*number1* or *number2* may be different in case you want to practice one times table or another.

If you wish to practice a particular “table” change the *number1* procedure to
```
(output 5)
```
if you want to practice your 5 times tables.

Try this line a few times and see what it does.
```
Show (list number1 "* number2)
```

It should make a multiplication problem
```
to quiz
  askquestion (list number1 "* number2)
end
```
```
to askquestion :problem
  question :problem
  ifelse answer = run :problem [setcorrect correct + 1]
  [setincorrect incorrect + 1]
end
```

Can you add an announcement with ANNOUNCE, sound-effect or animation when the user answers correctly or incorrectly?
to game
setup
repeat 10 [quiz]
end

to setup
setcorrect 0
setincorrect 0
end

Can you figure out a way to randomly select the arithmetic operation [+ − * /]? 
Hint: PICK may be useful here.

Can you figure out a way to display a score (perhaps based on percentage of 
correct answers) on the page? Hint: You'll need a score textbox.

GAME is the superprocedure that makes everything work. You may wish to make 
a button to run the GAME instruction.

Version 2 - Timed game

change the following procedures

to game
setup
resett
repeat 10 [quiz]
end

resett resets the program’s clock to 0.

to quiz
if timer > 600 [Announce [Time’s up!] stopall]
askquestion (list number1 "* number2) 
quiz
end

timer counts in tenths of a second. So, 10 = 1 second. 600 = 1 minute. You 
may use any number you wish in the quiz procedure.

The quiz procedure now runs over and over again until the time is up and then stopall stops all processes.