QnA Markup

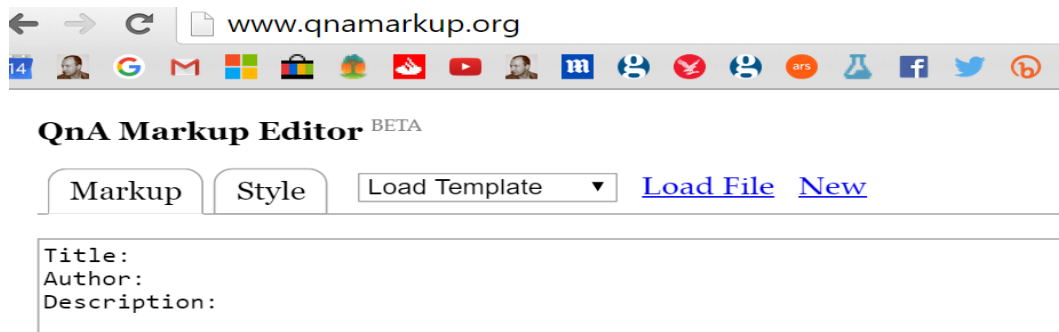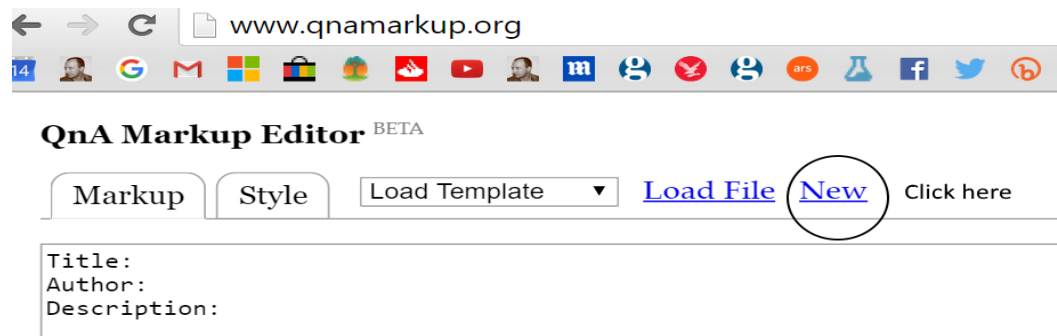1. Visit http://www.qnamarkup.org in your browser. You should be presented with a screen like below.

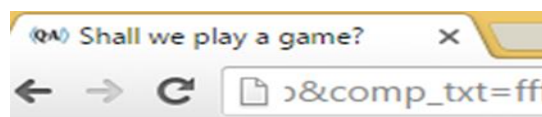2. We are going to create a sample "play a game" example. Click New as shown below.
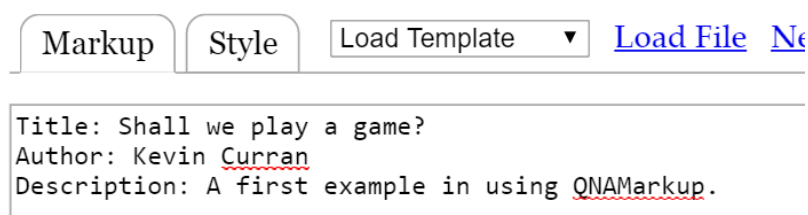

3. The first thing we will do is give the sample a title:

```
Title: Shall we play a game?
```

This will give the page the name: *Shall we play a game?* which will be displayed in the browser when the code is executed later (as shown below).

4. Next add your name and a short description. For instance, I added the following:

Next we create the Questions and Answers. All the answer options do not have to be written directly under the question they are associated to, they just have to be aligned correctly with the same number of tabs between the start of the line and the associated question. This can be seen as we go through the next few pieces of code.
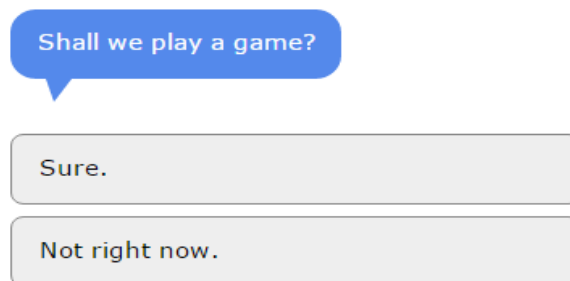
5. Create the first question as follows

```
Q(1): Shall we play a game?
A: Sure
        Q(1.1):
A: Not right now.
        Q(1.2):
```

5. To see what we have done so far, click the Update Outputs button at the bottom of the screen as shown below.

The output when the code is loaded: is shown as follows.

6. When "Sure" is selected, we can enter an image before the next question is displayed. The code below contains a link after the <u>img src</u> function for the image to appear and also uses

 so that the image and question appear in two different text bubbles. Copy and paste the code below into the markup window to directly follow *Q(1.1):* in the markup so that it looks as follows.

```
Q(1.1):<img src="http://jasoneppink.com/wp-content/gallery/the-
reaction-gif-moving-image-as-gesture/two-thumbs-up-neil-patrick-
harris.gif"><br><br>How about a game of chess?
A: Sounds good. I love chess.
```

Please note that the tab key is needed to indent the Questions and answers. See the error I get below when I fail to indent Q(1.1) properly. The Misaligned Q. Error tells me which line it is.

7. Click the Update Outputs button. The output when the code is loaded should look as follows:
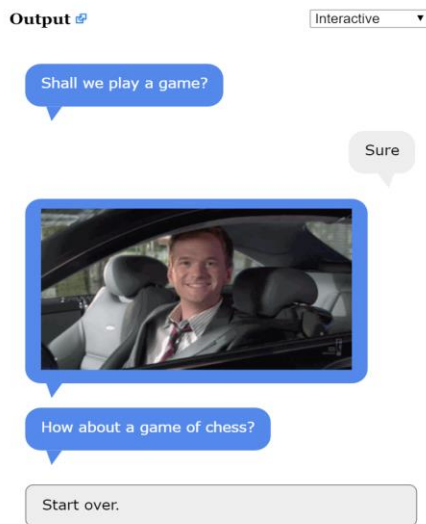
8. We will now to the code underneath *"A. Sounds good. I love chess"* , add the following line "

Q(1.1.1): Your move.

<iframe src="http://www.davidcolarusso.com/chess/" scrolling="no" seamless="seamless" style="overflow:hidden;width:260px;height:260px;border: solid 0px #eee;"></iframe>

You code so far should look like the code below.

```
Q(1): Shall we play a game?
A: Sure
        Q(1.1):<img src="http://jasoneppink.com/wp-content/gallery/the-reaction-gif-moving-image-as-gesture/two-thumbs-up-neil-patrick-harris.gif"><br>
        A: Sounds good. I love chess.
                Q(1.1.1): Your move. <br><br><iframe src="http://www.davidcolarusso.com/chess/" scrolling="no" seamless="seamless" style="overflow:hid
A: Not right now.
        Q(1.2):|
```

9. Click Update Outputs and choose option Sure, then select *"Sounds good. I love chess.".* You should then be presented with a playable chess game as follows.

10. We next add another option to the game playing. Copy the following code and insert it into the mark-up just after Q(1.1.1):….

> A: How about thermonuclear war?
> Q(1.1.2): <img src="http://i.imgur.com/WwpALFZ.gif">

The only way to win is not to play! Have you actually seen War Games?

11. Click *Update Outputs* and when you select Sure, you see the following options.

12. Select "*How about thermonuclear war*" and you are presented with the following.

Note that the img src is used to display an image. We also use the <a href = "url"> tag which adds a link to text displayed in the text bubble taking the user to an external web page in the browser.

13. We will now add the questions and answers to the question "Have you actually seen War Games?". We do that by inserting the following markup after Q(1.1.2) in the markup window.

A: Yes.
    Q(1.1.2.1): <img src="http://www.reactiongifs.com/r/2013/06/I-dont-believe-you.gif">

Let's try again. GOTO:1
A: No.
    Q(1.1.2.2): My apologies. Let me just say, thermonuclear war is the wrong answer.

<img src ="http://i.giphy.com/uSHMDTUL7lKso.gif"> GOTO:1

14. Click *Update Outputs* and follow the options to that you see the following output when the code is loaded:
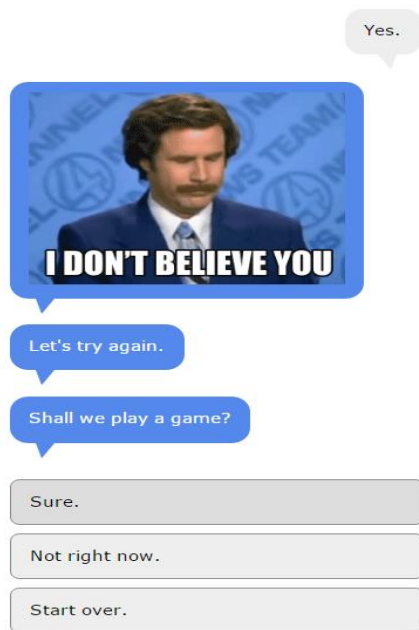

If "*Yes*" is selected, the img src function is used and we see use of the GOTO: function which brings the user back to the first question.

```
Q(1.1.2.1): <img src="http://www.reactiongifs.com/r/2013/06/I-dont-
believe-you.gif"><br><br>Let's try again. GOTO:1
            A: No.
```

The output when the code is loaded on those steps is shown next.

15. If *no* is selected after "Have you actually seen War Games?" Then a message will be displayed in the text bubble followed by the use of <u>img src</u> function to display an image and the GOTO: function to bring the user back to the first question again. In this piece of code we will see the second answer to the first question.

```
Q(1.1.2.2): My apologies. Let me just say, thermonuclear war is the
wrong answer. <br><br><img
src="http://i.giphy.com/uSHMDTUL7lKso.gif"> GOTO:1
```
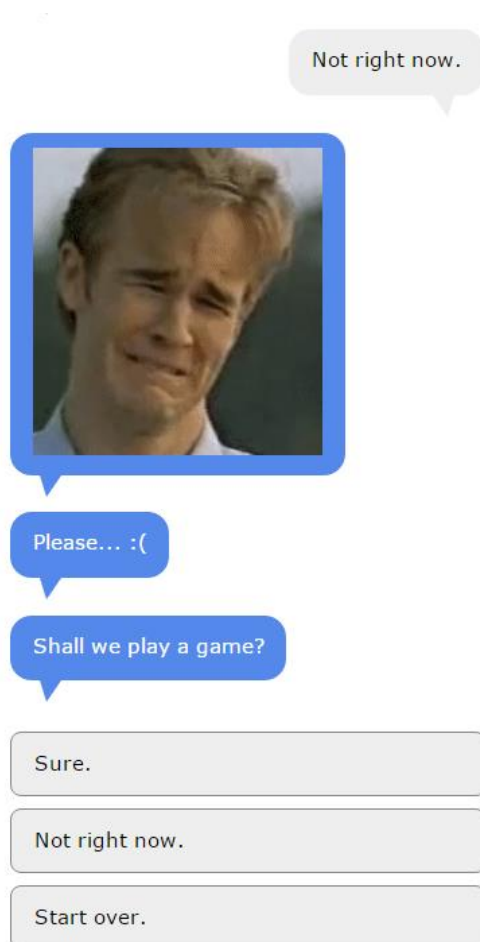
The output displayed when loaded is shown below.

16. The last section of code addresses what happens when *not right now* is selected on the first question, once again the img src function is used to display an image,

 is used to separate the text bubbles and the GOTO: function is used to bring the user back to the original question "Shall we play a Game?"

```
Q(1.2): <img src="http://jasoneppink.com/wp-content/gallery/the-
reaction-gif-moving-image-as-gesture/james-van-der-beek-crying.gif">
<br><br> Please... :( GOTO:1
```

The output displayed when this code is loaded is below.

17. This is the tutorial completed. If you wish to save your work, then select the *Save Markup to File* button and a QnA_markup.txt file of your code is saved to your downloads folder.

Your Task

The goal is to create an interactive QnA Markup session on the information about the *Enforcement of Judgements Office handout* similar to the example below.

By reading through the information you can establish questions, the possible answers and the information that can be given to the user depending on the answer they select.

The initial question in this example can from the title of the page by asking the user: Have you received a Notice of Intention to Enforce a Money Judgement? The answer options would be a simple yes or no in this case. Below is what both the code and output would look like.


```
Q(1): Have you received a Notice of Intention to Enforce a Money Judgment?
A:Yes
        Q(1.1):GOTO:2
A:No
        Q(1.2):You cannot continue. GOTO:1
```

You have to think of where each answer option takes you, e.g. if yes is selected for the question above then the user moves on to the next question, this also makes use of the GOTO: function. However if no is selected then a message to the user can be provided informing that they cannot continue and again using the GOTO: function brings the user back to the initial question.

> Have you received a Notice of Intention to Enforce a Money Judgment?

> No

> You cannot continue.

> Have you received a Notice of Intention to Enforce a Money Judgment?

The next question could ask the user if they know what the Notice of Intention to Enforce a Money Judgment is and again the answer options would be yes or no.

> Do you understand what a Notice of Intention to Enforce a Money Judgment is?

Yes

No

```
Q(2):Do you understand what a Notice of Intention to Enforce a Money Judgment is?
A:Yes
        Q(2.1):GOTO:3
A:No
        Q(2.2):It means that someone has been awarded a court order to recover mo
They are going to enforece the order through the Enforcement of Judgments Office. GOTO:3
```

If yes is selected then again it will bring the user to the next question using the GOTO: function and this time No would provide the user with an explanation of what a Notice of Intention to Enforce a Money Judgment is and then bring them to the next question.

> Do you understand what a Notice of Intention to Enforce a Money Judgment is?

> Yes

> What you can do now.

After the user is clear on what an Intention to Enforce a Money Judgment means, you can then give the user options on what they can do next (found under the what you can do now section of information provided). For this question there are three options the user can choose from: Option 1, Option 2 and neither.

Q(3):What you can do now.
A:Option 1
    Q(3.1):You can Pay the amount on the attached notice in full... GOTO:4
A:Option 2
    Q(3.2):Contact the person to find out if any arrangement can be reached to pay off the outstanding
amount.

 You should not contact the Enforcement of Judgments office ...GOTO:4
A:Neither
    Q(3.3):If you don't do either of the above then the person can ask for us to handle the case for them i.e. Full
    enforcement.

 Once a case has been accepted for full enforcement you will have to pay for the extra
    costs ...GOTO:4

If the user selects Option 1 it will give the user details of the option and provide the user with links to other help and advice sites.

If Option 2 is selected it will also give the user details of the option and provide the user with links to other help advice sites.

If the Neither option is selected then the user is provided with information on what can happen next and also provides the links that both Options 1 and 2 provide.

What you can do now.

Option 1

You can Pay the amount on the attached notice in full to the person you owe it to within 10 days.

For help and support you can contact advice providers such as Advice NI and Citizens Advice Bureau.

Advice N.I

Citizens Advice Bureau.

What you can do now.

Option 2

Contact the person to find out if any arrangement can be reached to pay off the outstanding amount.

You should not contact the Enforcement of Judgments office as we do not have the power to set up an arrangement or take payment at this stage.

For help and support you can contact advice providers such as Advice NI and Citizens Advice Bureau.

Advice N.I

Citizens Advice Bureau.

What you can do now.

Neither

If you don't do either of the above then the person can ask for us to handle the case for them i.e. Full enforcement.

Once a case has been accepted for full enforcement you will have to pay for the extra costs this will involve.

A custody warrent will issue against all your goods/assets putting them under the control of the Enforcement of Judgments Office. This will mean that you can't sell any of your belongings.

Your name will be placed on the Register of Judgments which may affect your credit rating and can be accessed by the public for up to 12 years.

Various enforcement orders can be made which may impact on your assets and earnings for example, Seizure Orders can be made to seize goods and a Warrant for your Arrest can be made.

For help and support you can contact advice providers such as Advice NI and Citizens Advice Bureau.

Advice N.I

Citizens Advice Bureau.