1 Code AutoQCM

The left column displays the internal state (called `level` in AutoQCM source code) of the code generator after reading each line.

```
ROOT             #LOAD{autoqcm}
ROOT             #SEED{17}
ROOT             ..........
ROOT             liste_question_3 = ['E', 'W', 'N', 'S']
ROOT             ..........
ROOT
QCM              <<<<<
SECTION          == Section 1 ==
QUESTION_BLOCK   * Question 1
ANSWERS          - A
ANSWERS          - B
ANSWERS          + C
ANSWERS          - D
ANSWERS
QUESTION_BLOCK   OR Question 1 bis
ANSWERS          - aa
ANSWERS          - bb
ANSWERS          + cc
ANSWERS
ANSWERS          - last answer
ANSWERS
QUESTION_BLOCK   > Question 2
ANSWERS          - 1
ANSWERS          + 2
ANSWERS
ANSWERS          * Question 3
ANSWERS          #L_ANSWERS{liste_question_3}{'W'}
ANSWERS
SECTION          == Section 2 ==
QUESTION_BLOCK   * Question 4
ANSWERS          + V
ANSWERS          - F
ROOT             >>>>>
```

2 pTyX tags

```
#PYTHON
liste_question_3 = ['E', 'W', 'N', 'S']
#END

#QCM
    #SHUFFLE % sections
        #ITEM % shuffle sections
            [SECTION]
                # SHUFFLE % questions
                    #ITEM % shuffle questions
                        [QUESTION_BLOCK]
                            #PICK
                                #ITEM % pick a version
                                    #NEW_QUESTION
                                        Question 1
                                    #END_QUESTION
                                    #SHUFFLE % shuffle answers
                                        #ITEM
                                            #NEW_ANSWER{False}
                                            #PROPOSED_ANSWER A#END
                                        #ITEM
                                            #NEW_ANSWER{False}
                                            #PROPOSED_ANSWER B#END
```

```
                                    #ITEM
                                        #NEW_ANSWER{True}
                                        #PROPOSED_ANSWER C#END
                                    #ITEM
                                        #NEW_ANSWER{False}
                                        #PROPOSED_ANSWER D#END
                                #END_SHUFFLE % shuffle answers

                            #ITEM % pick a version
                                #NEW_QUESTION
                                    Question 1 bis
                                #END_QUESTION
                                #SHUFFLE % shuffle answers
                                    #ITEM
                                        #NEW_ANSWER{False}
                                        #PROPOSED_ANSWER aa#END
                                    #ITEM
                                        #NEW_ANSWER{False}
                                        #PROPOSED_ANSWER bb#END
                                    #ITEM
                                        #NEW_ANSWER{True}
                                        #PROPOSED_ANSWER cc#END
                                #END_SHUFFLE % shuffle answers
                                #SHUFFLE % shuffle answers
                                    #ITEM
                                        #NEW_ANSWER{False}
                                        #PROPOSED_ANSWER last answer#END
                                #END_SHUFFLE % shuffle answers
                        #END_PICK
                    [/QUESTION_BLOCK]

                    [QUESTION_BLOCK]
                        #PICK
                            #ITEM % pick a version
                                #NEW_QUESTION
                                    Question 2
                                #END_QUESTION
                                #SHUFFLE % shuffle answers
                                    #ITEM
                                        #NEW_ANSWER{False}
                                        #PROPOSED_ANSWER 1#END
                                    #ITEM
                                        #NEW_ANSWER{True}
                                        #PROPOSED_ANSWER 2#END
                                #END_SHUFFLE % shuffle answers
                        #END_PICK
                    [/QUESTION_BLOCK]

                #ITEM % shuffle questions
                    [QUESTION_BLOCK]
                        #PICK
                            #ITEM % pick a version
                                #NEW_QUESTION
                                    Question 3
                                #END_QUESTION
                                #L_ANSWERS{liste_question_3}
                        #END_PICK
                    [/QUESTION_BLOCK]
            #END_SHUFFLE % questions
        [/SECTION]

    #ITEM % shuffle sections
        [SECTION]
            # SHUFFLE % questions
                #ITEM % shuffle questions
                    [QUESTION_BLOCK]
```

```
                            #PICK
                                #ITEM % pick a version
                                    #NEW_QUESTION
                                        Question 4
                                    #END_QUESTION
                                    #SHUFFLE % shuffle answers
                                        #ITEM
                                            #NEW_ANSWER{True}
                                            #PROPOSED_ANSWER V#END
                                        #ITEM
                                            #NEW_ANSWER{False}
                                            #PROPOSED_ANSWER F#END
                                    #END_SHUFFLE % shuffle answers
                                #END_PICK
                        [/QUESTION_BLOCK]
                    #END_SHUFFLE % questions
                [/SECTION]
        #END_SHUFFLE % sections
#END_QCM
```

3 pTyX tags + LaTeX code

Idéalement, autoQCM ne devrait générer que des balises pTyX, et ensuite tout le code LaTeX devrait être généré par les balises elles-mêmes.
Cela nécessiterait de créer d'autres balises personnalisées pour AutoQCM.
En attendant, un peu de code LaTeX est généré par autoQCM en plus des balises.

à venir...