

# sgapiIsAnswered(%%questionID)

## Important Update to Custom Scripting

SurveyGizmo's CustomScript Action now supports the LUA programming language. Visit our [NEW Lua Scripting Resources!](#)

### Legacy Custom Scripting Language Deprecation Plans

1. New accounts (created after October 29, 2018) will only have the option to use Lua in scripts.
2. As of October 29, 2018 Custom Scripting Actions will default to Lua as the scripting type in the Custom Scripting Action for accounts created before this date. You will be able to switch to the Legacy Custom Scripting; though we highly encourage using Lua.
3. In the long term, Legacy Custom Scripting Actions will be switched to read-only. The exact date on this is to be determined; we will send notifications well ahead of time.

This function returns Boolean true if the given question has been answered.

## Examples

In this example, we return whether question ID 2 is answered.

```
%%output .= sgapiIsAnswered(2)
```

Output would be 1 if answered and null if unanswered.

In this example, we use `sgapiIsAnswered` to determine if the indicated question ID is answered and then, using `sgapiSubmitSurveyComplete`, we mark the survey as complete.

```
if (sgapiIsAnswered(2)) sgapiSubmitSurveyComplete();
```