5.4.1.3.1.1 Work with Enemy Items

> **ⓘ What is an Enemy association?**
> Two or more items are termed Enemies of each other, when they are so similar to each other that the presence of one will make the other redundant or provide the answer to another item for the candidate. Inclusion of such enemies together should therefore be avoided in a single case, section, or draft state exams. The user has the authority to decide which items can be termed enemies of each other even if they are dissimilar.
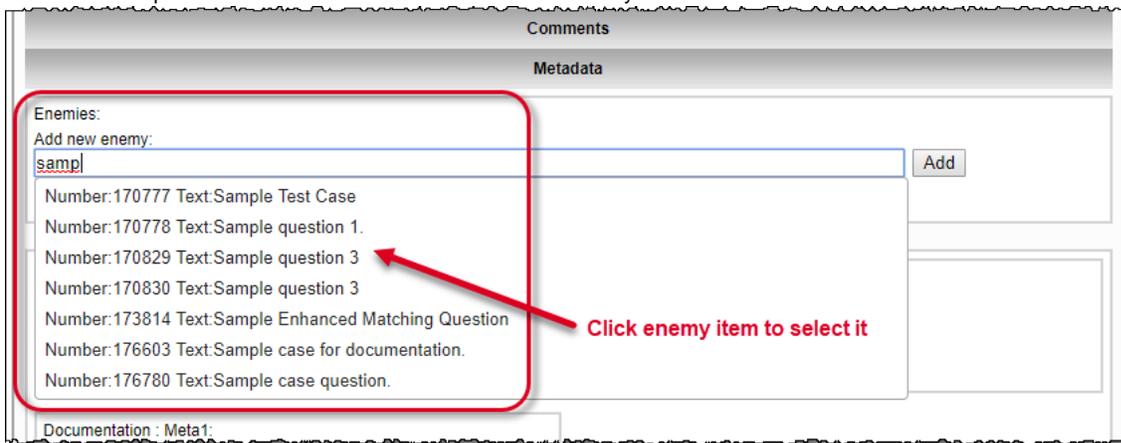
Add an enemy item

1. Navigate to the **Metadata** tab on the **Modify Question** page while modifying an item.
2. Click the **Show Enemies** button to load the list of existing enemy items (if any).
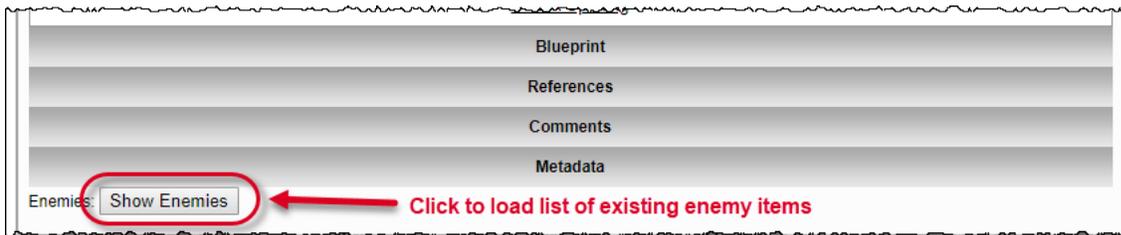
3. Clicking the **Show Enemies** button also reveals the interface to add new enemy items.
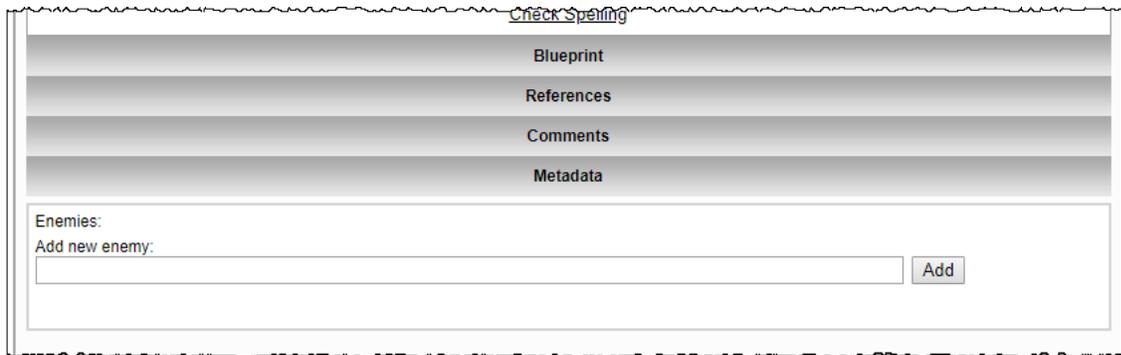
4. Enter the **Question ID** or at least **three characters from the stem text** of the item to be added as the enemy, in the **Add new enemy** text box.
5. A drop-down appears below the text box with information about an existing item in the form of "Number: *Question ID* Text: *Stem text*". Click on this drop-down to select the item to be added as an enemy.

6. The selected enemy item details are now visible below the **Add new** text box. Click the **Add** button to add the selected item as an enemy.

Click Add button to add selected item as an Enemy
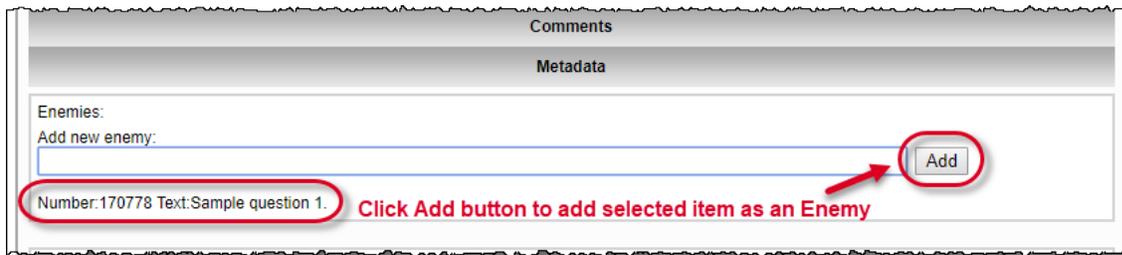
7. The enemy item details now appear above the **Add new enemy** text box, in the list of **Enemies**. You can add more enemy items in a similar way and they all appear in the list of enemies.
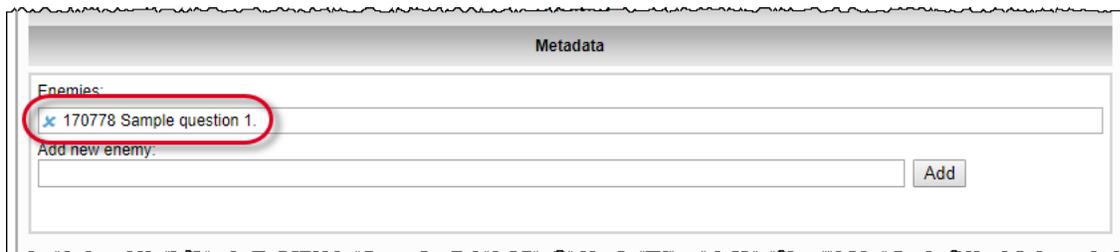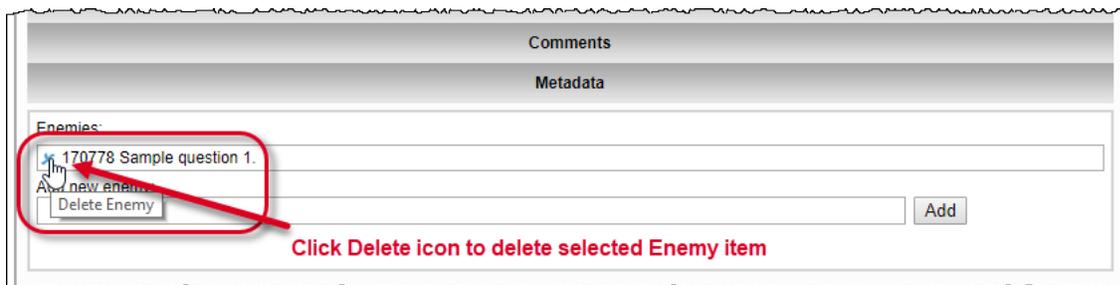

- **Submit** button: Save the item with the included enemy item(s), check-in the item, and return to the **Examine Questions** page
- **Reset** button: Discard all changes, refresh the **Modify Question** page, and the item remains checked out.
- **Cancel** button: Discard all changes, return to the **Examine Questions** page, and the item remains checked out for 5 minutes.
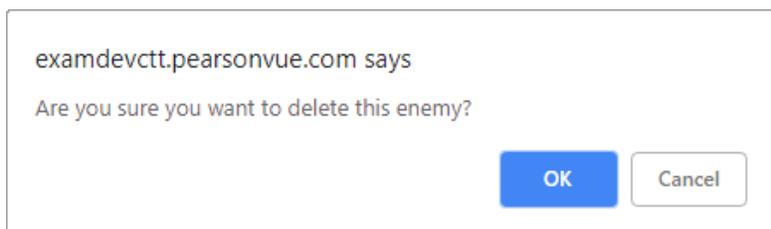
Delete an enemy item

1. Navigate to the **Metadata** tab on the **Modify Question** page while modifying an item.
2. Click the **Show Enemies** button to load the list of existing enemy items.

Click to load list of existing enemy items
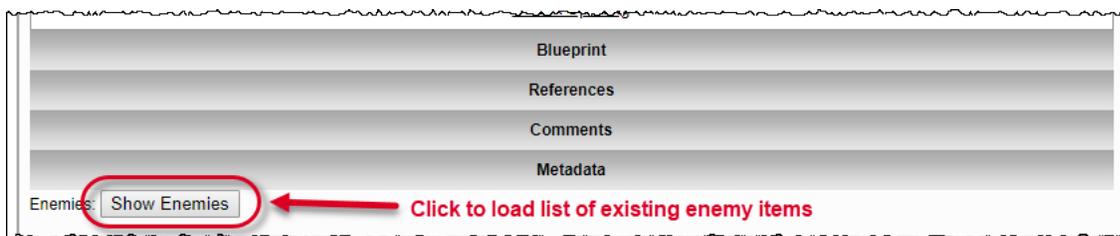
3. Click the **Delete** icon preceding the enemy item to be deleted, listed in front of enemies.

Click Delete icon to delete selected Enemy item

4. A delete enemy confirmation pop-up window opens.

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Are you sure you want to delete this enemy?

OK   Cancel

- **OK** button: Confirm deletion of the enemy item and return to the **Modify Question** page.
- **Cancel** button: Cancel deletion of the enemy item and return to the **Modify Question** page.

5. Once you click **OK** in the pop-up confirmation window, the entry for the enemy item disappears. You can delete more enemy items in a similar way and their entries all disappear.

- **Submit** button: Save the item after deleting the enemy item, return to the **Examine Questions** page, and the item is checked in.
- **Reset** button: Discard all changes, refresh the **Modify Question** page, and the item remains checked out.
- **Cancel** button: Discard all changes, return to the **Examine Questions** page, and the item remains checked out for 5 minutes.

⚠ In Item Banks with multiple languages, if an item having one language code (henceforth referred to as the original item and original language code) is made an enemy of another item having a second (different) language code, and if the second item is later translated to the language code of the original item, then an enemy association is established between the second translated item and the original item because they have the same language code.

The original item does not list the second item having the second language code as an enemy, and every instance of its enemy association with the second item having the second language code is replaced by the second item having the original language code. This replacement also occurs in the History tab.

However, the second item having the second language code still lists the original item as an enemy.