

Randomizer Quiz Application

Instruction:

- Create a webpage that generates a random quiz from a set of questions and options, allows users to select options, and then displays an answer message when an option is clicked. This project consists of three files.

Don't edit the following files.

1. quizQuestions.js :: This file contains an array named **quizQuestions**, which consists of various questions. It also includes a method named **getRandomQuiz()** that retrieves a random question from the **quizQuestions** array.

2. index.html :: an index page

Type your codes in the **quiz.js** file :: This file consists of four functions.

3.1 init():: Set initial values and create operation buttons for the Randomizer Quiz.

1. Create button "New Quiz" and add an event listener to the "New Quiz" button to call the **generateQuiz** function when **clicked**.
2. Create button "Clear Quiz" and add an event listener to the "Clear Quiz" button to call the **clearQuiz** function when **clicked**.
3. Add both the "New Quiz" and "Clear Quiz" buttons to the `<div id='menu'></div>` element.

3.2 generateQuiz() :: Generate quiz by using `getRandomQuiz()` show question and options inside `<div id="quizContainer"></div>` with add an event listener to options.

1. Clear all quiz content and answer messages using the **clearQuiz()** function.
2. Generate a quiz by using **getRandomQuiz()** and assign the result to a variable named **randomQuiz**.
3. Create a `<div id="question">` for displaying the question and options from `randomQuiz` variable.
4. Create a `<p>` tag, set its `textContent` to the `randomQuiz` question, and add this tag to `<div id="question">`.
5. Create buttons for each choice. For each button:
 - 5.1 Set button style with `"margin : 5px"`
 - 5.2 Set `textContent` with an option value (from `options` property)
 - 5.3 Add an event listener to call the **showAnswer**
 - 5.4 Add each button to `<div id="question">`.

6. Add `<div id="question">` to the `<div id="quizContainer"></div>`

3.3 **clearQuiz()** :: remove all the quiz and answer inside

`<div id="quizContainer"></div>` and `<div class="answer"></div>`

3.4 **checkAnswer(e)** :: Display a message indicating whether the selected option is correct or incorrect when clicking an option. If the option is correct,

add the message "Correct". If incorrect, display "Incorrect" inside the

`<div class="answer"></div>` element. Using the answer property from **randomQuiz variable** to check the selected option.

Initial code:

index.html

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <title>Randomizer Quiz</title>
    <style>
      .answer {
        color: green;
        padding: 10px;
      }
    </style>
  </head>
  <body>
    <h1>Randomizer Quiz</h1>
    <div id="menu"></div>
    <div id="quizContainer"></div>
    <br />
    <div class="answer"></div>

    <script type="module" src="quiz.js"></script>
  </body>
</html>
```

quiz.js:: type your codes here

```
//Write your student id, firstname, and lastname in a single line comment before starting
your program
//students who do not put this comment will get 50% taken off their score.
//ID:    Name:

import { quizQuestions, getRandomQuiz } from "./quizQuestions.js";
let randomQuiz;

function init() {
//insert your code here
}

function generateQuiz() {
//insert your code here
}

function clearQuiz() {
//insert your code here
}

function checkAnswer(e) {
//insert your code here
}
init();
```