

```
let coins=0; let xp=0;
```

```
let pets=[  
{name:"Buddy",emoji:"🐶",happiness:80},  
{name:"Whiskers",emoji:"🐱",happiness:70},  
{name:"Bunny",emoji:"🐰",happiness:75}  
]; let currentPetIndex=0;
```

```
let flashcards=[  
{term:"Blowfly",definition:"Metallic fly from family  
Calliphoridae.",image:"https://upload.wikimedia.org/wikipedia/commons/3/30/Calliphora_vomitori  
a.jpg"},  
{term:"Hookworm Egg",definition:"Oval egg with thin  
shell.",image:"https://upload.wikimedia.org/wikipedia/commons/7/72/Hookworm_egg.JPG"}  
]; let currentCardIndex=0; let showingDefinition=false;
```

```
let quizzes=[  
{question:"What is a hookworm?",options:["Roundworm parasite","Type of bacteria","Blood  
cell","Virus"],correct:"Roundworm parasite"},  
{question:"Blowflies belong to which  
family?",options:["Calliphoridae","Fasciolidae","Ascarididae","Cestoda"],correct:"Calliphoridae"}  
]; let currentQuizIndex=0; let quizFeedback="";
```

```
function showSection(id){  
document.querySelectorAll('.section').forEach(sec=>sec.classList.remove('active'));  
document.getElementById(id).classList.add('active');  
if(id==="pet") showPet();  
}
```

```
function updateStats(){  
document.getElementById("coins").innerText=coins;  
document.getElementById("xp").innerText=xp;  
}
```

```
function loadFlashcard(){  
let card=flashcards[currentCardIndex];  
if(!showingDefinition){document.getElementById("flashcardContent").innerHTML=`<img  
src='${card.image}'><h3>${card.term}</h3>`;}  
else{document.getElementById("flashcardContent").innerHTML=`<h3>${card.definition}</h3>`;}  
}
```

```
function flipCard(){showingDefinition=!showingDefinition; if(showingDefinition) reward();  
loadFlashcard();}
```

```
function nextCard(){currentCardIndex=(currentCardIndex+1)%flashcards.length;
showingDefinition=false; loadFlashcard();}
```

```
function loadQuiz(){
let q=quizzes[currentQuizIndex];
document.getElementById("question").innerText=q.question;
let answersDiv=document.getElementById("answers");
answersDiv.innerHTML="";
q.options.forEach(opt=>{
let btn=document.createElement("button");
btn.innerText=opt;
btn.onclick=function(){
if(opt===q.correct){quizFeedback="Correct! +5 coins"; reward();}
else{quizFeedback="Incorrect";}
document.getElementById("feedback").innerText=quizFeedback;
currentQuizIndex=(currentQuizIndex+1)%quizzes.length;
setTimeout(loadQuiz,1000);
};
answersDiv.appendChild(btn);
});
}
```

```
function showPet(){
let pet=pets[currentPetIndex];
document.getElementById("pet").innerHTML=`
<h2>Your Pet</h2>
<div class="card">
<div style="font-size:100px;">${pet.emoji}</div>
<p>Name: ${pet.name}</p>
<p>Happiness: <span id="happiness">${pet.happiness}</span></p>
<button onclick="playWithPet()">Play</button>
<button onclick="switchPet()">Switch Pet</button>
</div>`;
}
```

```
function playWithPet(){pets[currentPetIndex].happiness+=5; coins+=2; updateStats();
showPet();}
function switchPet(){currentPetIndex=(currentPetIndex+1)%pets.length; showPet();}
function reward(){coins+=5; xp+=10; pets[currentPetIndex].happiness+=2; updateStats();
showPet();}
function toggleTheme(){document.body.classList.toggle("dark");}
```

```
loadFlashcard(); loadQuiz(); updateStats();
```

