

```

1 // Hello.
2 //
3 // This is JSHint, a tool that helps to detect errors and potential
4 // problems in your JavaScript code.
5 //
6 // To start, simply enter some JavaScript anywhere on this page. Your
7 // report will appear on the right side.
8 //
9 // Additionally, you can toggle specific options in the Configure
10 // menu.
11
12 function main() {
13   return 'Hello, World!';
14 }
15
16 main();// Create questions for the game
17 let questions = [{
18   imgSrc : "assets/images/lexus.png",
19   optionA : "Lexus",
20   optionB : "Lamborghini",
21   optionC : "Lotus",
22   correct : "optionA"
23 },{
24   imgSrc : "assets/images/mercedes.png",
25   optionA : "Mazda",
26   optionB : "Mercedes",
27   optionC : "McLaren",
28   correct : "optionB"
29 },{
30   imgSrc : "assets/images/toyota.png",
31   optionA : "Tesla",
32   optionB : "Tata",
33   optionC : "Toyota",
34   correct : "optionC"
35 }];
36
37 //Declare variables
38
39 //to keep track of current question
40 let currentQuestion = 0;
41
42 //to keep track of the score
43 let score = 0;
44
45 //to calculate total number of questions
46 let lastQuestion = questions.length - 1;
47
48 //Get the start button element and add event listener to it
49 let startButton = document.getElementById("start-button");
50 startButton.addEventListener("click", startGame);
51
52 //Get the restart button element and add event listener to it
53 let btnRestart = document.getElementById("btn-restart");
54 btnRestart.addEventListener("click", restartGame);
55
56 //Get the exit button element and add event listener to it
57 let btnExit = document.getElementById("btn-exit");
58 btnExit.addEventListener("click", returnHome);
59
60
61 //Get the show instructions element
62 let openModal = document.getElementById("show-modal");
63
64 //Get the close instructions button element
65 let closeModal = document.getElementsByClassName("close-modal")[0];
66

```

CONFIGURE

Metrics

There are 14 functions in this file.

Function with the largest signature take 1 arguments, while the median is 0.

Largest function has 10 statements in it, while the median is 2.5.

The most complex function has a cyclomatic complexity value of 3 while the median is 1.

24 warnings

- 17 'let' is available in ES6 (use 'esversion: 6') or Mozilla JS extensions (use moz).
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```

59
60 //Get the show instructions element
61 let openModal = document.getElementById("show-modal");
62
63 //Get the close instructions button element
64 let closeModal = document.getElementsByClassName("close-modal")[0];
65
66 //Get the modal
67 let modalWindow = document.getElementById("modal");
68
69 //Get the overlay
70 let overlay = document.getElementById("overlay");
71
72 //Get the home block
73 let homeBlock = document.getElementById("main-container");
74
75 //Get quiz block
76 let quizContainer = document.getElementById("quiz-container");
77
78 // Get results block
79 let resultsContainer = document.getElementById("results-container");
80
81 //Get/display total number of questions in the quiz
82 let totalQuestions = document.getElementById("total-questions");
83 totalQuestions.innerHTML = questions.length;
84
85 /**
86  * Opens the modal with game instructions when show instructions is clicked
87  */
88 openModal.onclick = function() {
89     overlay.style.display = 'block';
90     modalWindow.style.display = 'block';
91 };
92
93 /**
94  * Closes the modal with game instructions when x is clicked
95  */
96 closeModal.onclick = function() {
97     modalWindow.style.display = 'none';
98     overlay.style.display = 'none';
99 };
100
101 /**
102  * Called when start button is clicked, hides the home content of the page and
103  * takes user to game area
104  */
105 function startGame(){
106     homeBlock.style.display = 'none';
107     quizContainer.style.display = 'block';
108     displayProgress();
109     displayQuestion();
110 }
111
112 /**
113  * Creates div elements dynamically depending on the number of questions
114  * learned and adopted the code from this post
115  * https://stackoverflow.com/questions/42010723/creating-div-element-with-a-for-loop
116  */
117 function displayProgress() {
118     let progress = document.getElementById("progress");
119     for(let i = 0; i <= lastQuestion; i++) {
120         progress.innerHTML += '<div class="progress" id="'+ i +'></div>';
121     }
122 }
123
124 /**
125  * Function to render question, called when user is taken to game area
126

```