

Aim of the exercise :

Discovery of JavaScript and create a game to discover the flags of the world.
You can see the results (step 1,2 and 3) on : <http://dolibarr.iut-rodez.fr/flags>

You don't have to use Wamp or Laragon for this exercice, it only uses html, css and javascript.

Step 1 - Display the list of countries according to the language chosen by the user.

Use the provided scripts:

- TP4-1.html

HTML file **not to be modified** containing the structure of the HTML document css links, bootstrap, buttons, and paragraph that will be used to display the data sent by javascript.

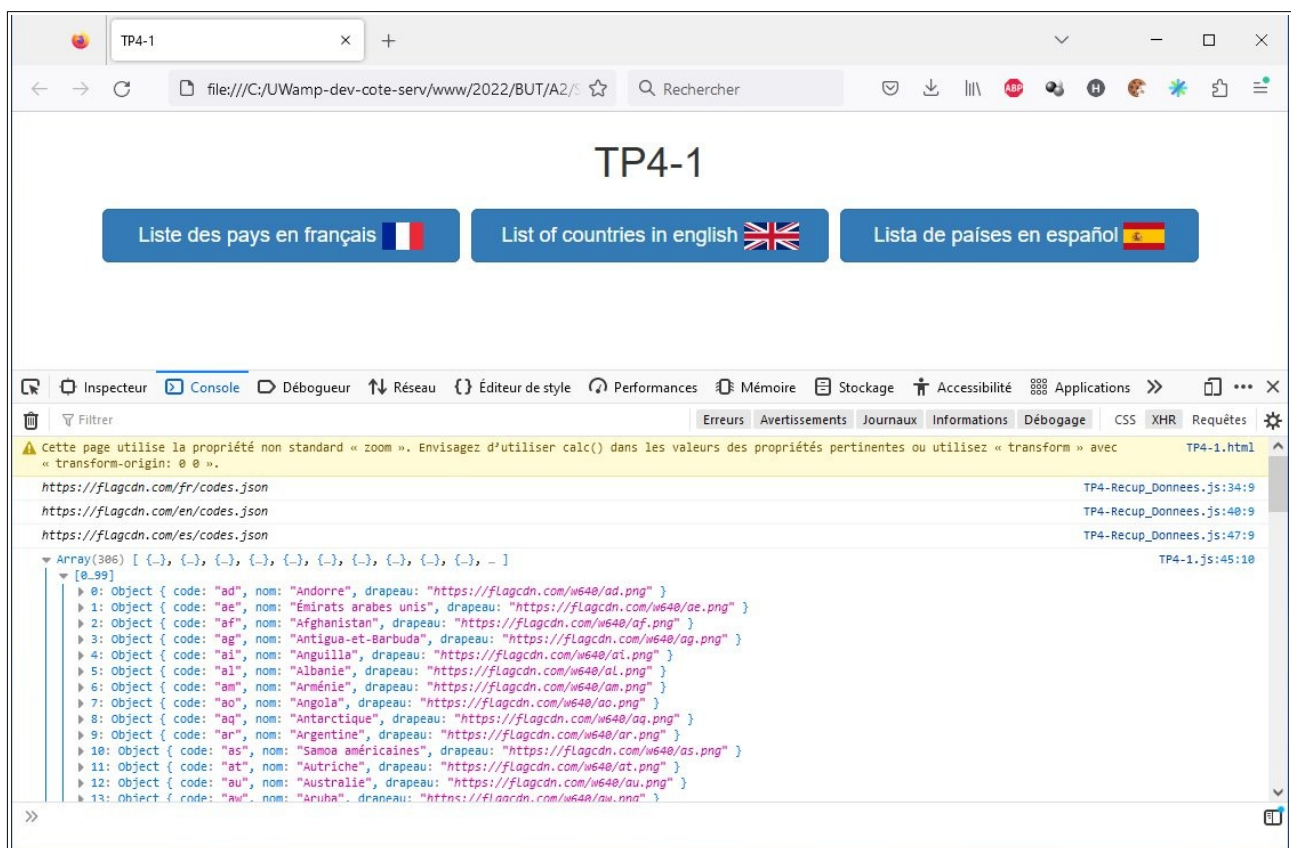
- TP4-Recup_Donnees.js

Javascript file **not to be modified**, it is used to fill 3 variables table list_Fr, list_En, list_Es containing the list of the countries of the world in French, English and Spanish. These 3 tables will be used to have the data to display by javascript.

- TP4-1.js

Javascript file **to be modified** in order to realize the following requests.

A - Display in the console the content of the 3 tables (list_Fr, list_En, list_Es).

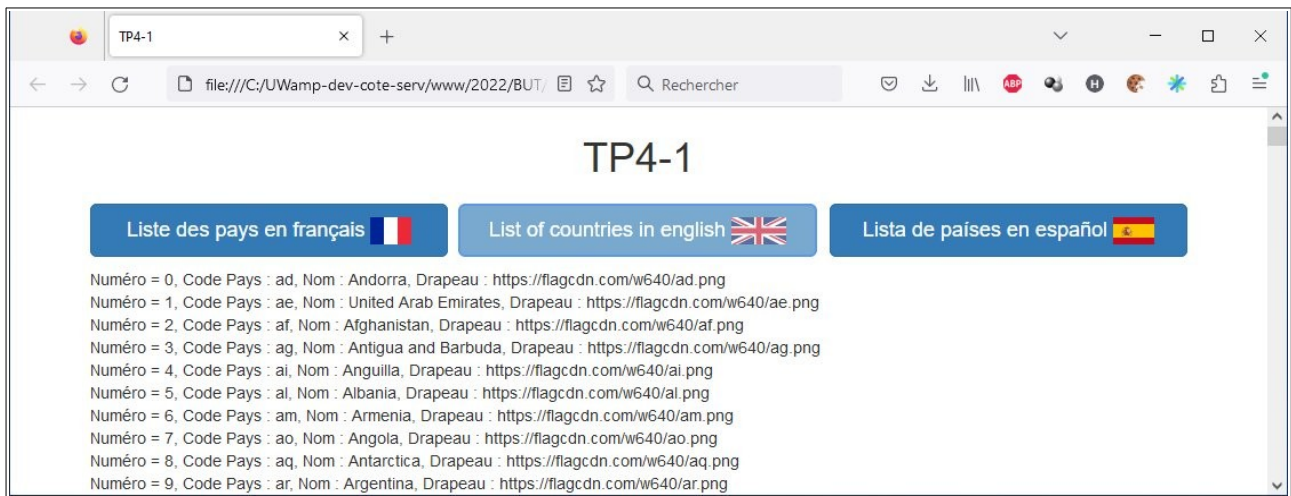


Compléments WEB - S4-TP4

Javascript – Flag Quiz

B - When clicking on one of the 3 buttons, display in the paragraph whose id is 'myContent' the content of the table of countries corresponding to the language. Use the innerHTML property of the paragraph 'myContent' to send the content from javascript.

Example click on the 'English' button :

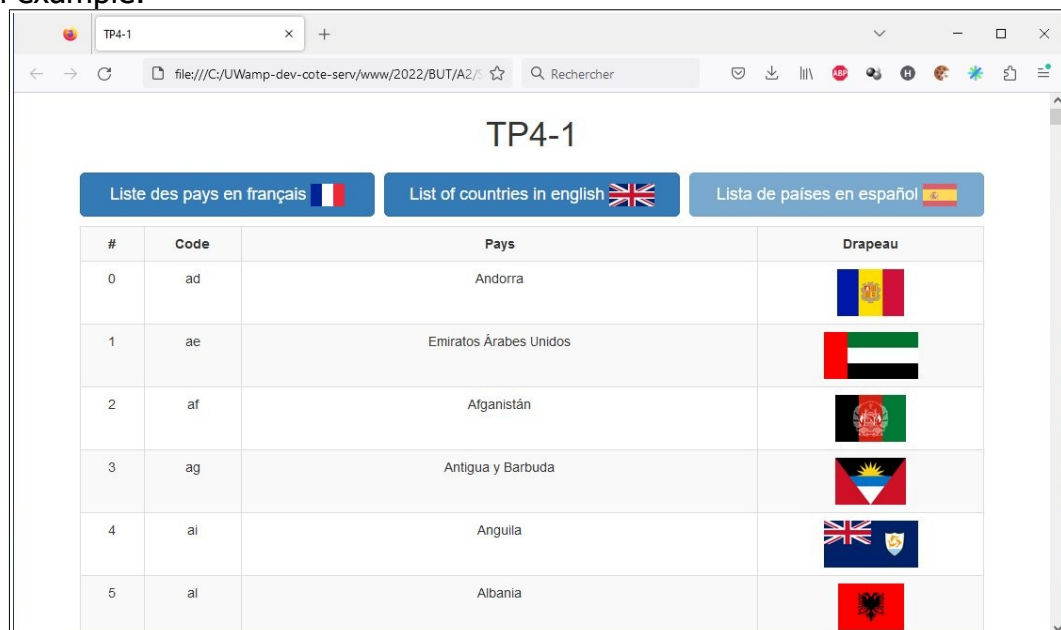


The clicked button must be deactivated to inform the user that this list is displayed. Don't forget to reactivate the button when clicking on another button.

C – Change the data display using a bootstrap table (table table-striped table-bordered classes).

Display the image of the flag in its column (use the css class 'hightFlag' for the height of the image)

Spanish example:



Once the script is working, display the source of the page (right click / display source). What do you notice ? Try with the developpement tools of the browser. What do you notice ?

Step 2 - Make the quiz.

Use the provided scripts:

- TP4-2.html

HTML file **not to be modified** containing the structure of the HTML document css links, bootstrap, buttons, and paragraph that will be used to display the data sent by javascript.

- TP4-Recup_Donnees.js

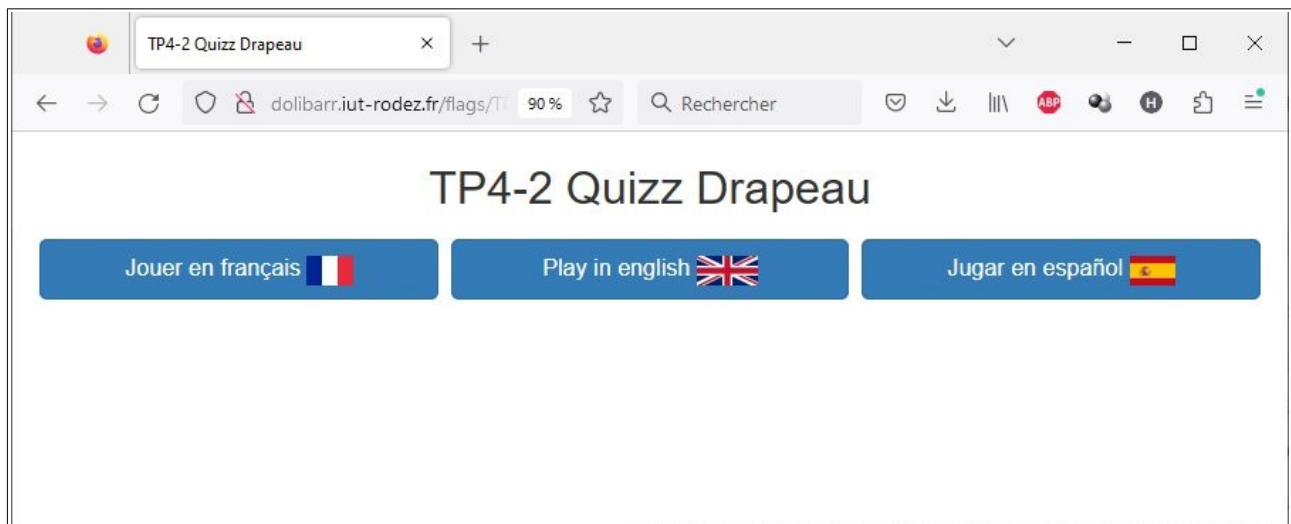
Javascript file **not to be modified**, it is used to fill 3 variables table list_Fr, list_En, list_Es containing the list of the countries of the world in French, English and Spanish. These 3 tables will be used to have the data to display by javascript.

- TP4-2.js

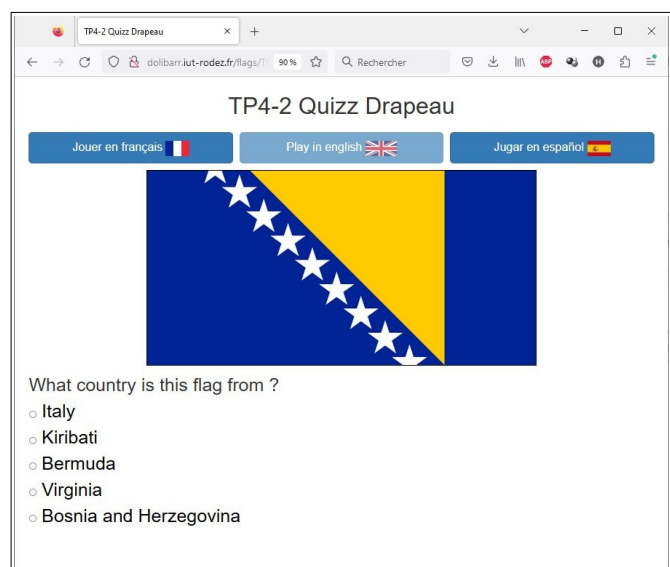
Javascript file **to be modified** in order to realize the following requests.

The aim of the quiz is to present a flag and to choose with the help of radio buttons which country is associated with this flag (list of 5 possible countries). The countries are displayed in the language chosen by the user.

1 – **The user chooses the language** in which he wants to play (English, French, Spanish) by clicking on the corresponding button.



2 – **A randomly selected flag** from the list appears with a list of 5 countries (including the country of the flag). The button corresponding to the chosen language is disabled. The user can change the language if he wants, the other two buttons are active.

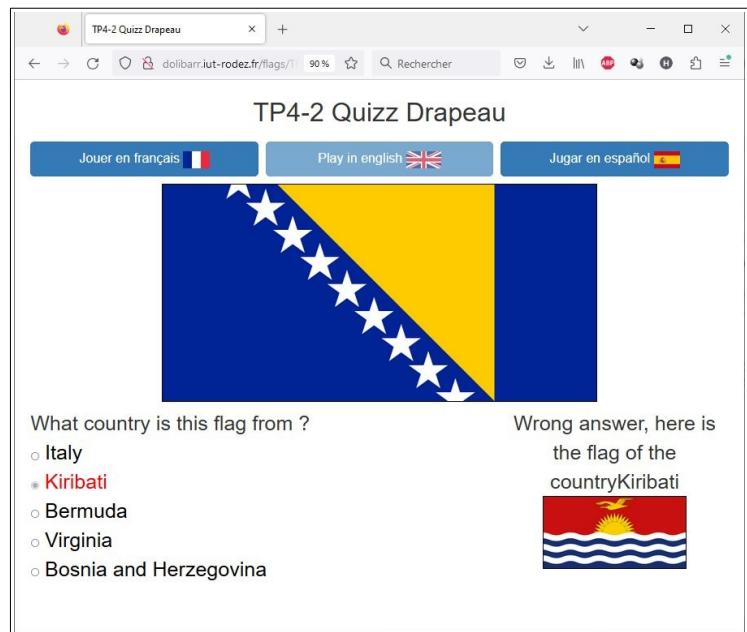


3 – The user will have to find the right country.

→ If he does not tick the right country, a message appears on the right hand side telling him his mistake and showing the flag of the country that has been selected.

The name of the selected country turns red and the radio is deactivated.

This is done for each error.



→ If he ticks the right country, the name of the country turns green, all radio buttons are deactivated.

The radios not yet ticked turn grey.

An image (provided in the ressources) showing the character with his thumb up is displayed on the right.

A replay button appears.

The replay button re-launches the game with a new flag in the language that was chosen at the start.

The user can, if he wants, change the language.



Step 3 - It's too easy, I want more.

Each country/flag association found on the first try earns 5 points, 4 points on the second try, down to 1 point. The application will count the number of games played, the number of points received by the user and the number of points he could have made by finding the right answers on the first try each time. These results will not be saved and will be reset to zero when the page is reloaded.

Score
Jeux : 3
Points : 4
Sur : 15