```
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  /* jshint esversion:8 */
13
14  const questions = [
15    {
16      question: "What is Sabrina's family name in Sabrina The Teenage  Witch",
17      answers: [
18        { text: "Potionman", correct: false },
19        { text: "Broomman", correct: false },
20        { text: "Spellman", correct: true },
21        { text: "Magicman", correct: false },
22      ],
23    },
24
25    {
26      question: "What are Vampires not afraid of?",
27      answers: [
28        { text: "Garlic", correct: false },
29        { text: "Chocolate", correct: true },
30        { text: "Sunlight", correct: false },
31        { text: "Holywater", correct: false },
32      ],
33    },
34
35    {
36      question: "Complete the name of this song,I put a _____ on you",
37      answers: [
38        { text: "Potion", correct: false },
39        { text: "Spell", correct: true },
40        { text: "Pumpkin", correct: false },
41        { text: "Costume", correct: false },
42      ],
43    },
44
45    {
46      question: "In which country did Halloween start?",
47      answers: [
48        { text: "Brazil", correct: false },
49        { text: "India", correct: false },
50        { text: "Ireland", correct: true },
51        { text: "Germany", correct: false },
52      ],
53    },
54
55    {
56      question: "The word Halloween means what?",
57      answers: [
58        { text: "Scary Night", correct: false },
59        { text: "Reunion Day", correct: false },
60        { text: "Candy Day", correct: false },
61        { text: "Saints Evening", correct: true },
62      ],
63    },
64
65    {
66      question: "The three Witches in Hocus Pocus are Winnie, Mary and...",
67      answers: [
68        { text: "Sarah", correct: true },
69        { text: "Jamie", correct: false },
70        { text: "Daisy", correct: false },
```
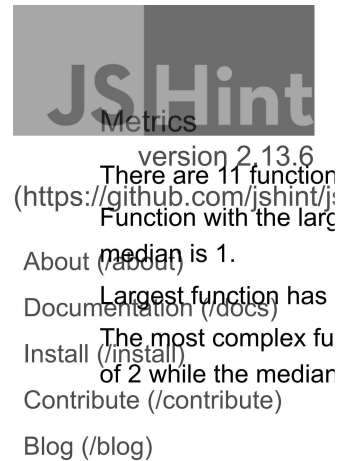
```
71          { text: "Hannah", correct: false },
72        ],
73      },
74
75      {
76        question: "Where do pumpkins grow?",
77        answers: [
78          { text: "Vines", correct: true },
79          { text: "Hallophopb Stalks", correct: false },
80          { text: "Trees", correct: false },
81          { text: "Bushes", correct: false },
82        ],
83      },
84
85      {
86        question: "Who wrote Frankenstein?",
87        answers: [
88          { text: "Percy Shelly", correct: false },
89          { text: "Bram Stoker", correct: false },
90          { text: "Elizabeth Lunt", correct: false },
91          { text: "Mary Shelly", correct: true },
92        ],
93      },
94
95      {
96        question: "Which animal among these are associated with Halloween",
97        answers: [
98          { text: "White Rats", correct: false },
99          { text: "Brown Bears", correct: false },
100         { text: "Black Cats", correct: true },
101         { text: "Black Frogs", correct: false },
102       ],
103     },
104
105     {
106       question:
107         "According to Voodoo religion how many souls does each person have?",
108       answers: [
109         { text: "One", correct: false },
110         { text: "Three", correct: false },
111         { text: "Seven", correct: false },
112         { text: "Two", correct: true },
113       ],
114     },
115   ];
116
117   //login
118   const startButton = document.getElementById("start-btn");
119   const loginContainer = document.getElementById("login-container");
120   const submitForm = document.getElementById("login-box");
121   // const playerName =document.getElementById('user-name')
122   //game
123   const gameContainer = document.getElementById("game-container");
124   const questionElement = document.getElementById("question");
125   const answerButtonElement = document.getElementById("answer-buttons");
126   const nextButton = document.getElementById("next-btn");
127   const resetButton = document.getElementById("reset-btn");
128   const currQuestionNumber = document.getElementById('current-question-number');
129   // const finalScore = document.getElementById('final-score')
130
131   let userName;
132   let shuffleQuestions, currQuestionIndex;
133   let currentQuestionNumberDisplay= 0;
134
135   //Start Game//
136   submitForm.addEventListener("submit", startGame);
137
138   //hide start button initiate game questions//
139   function startGame(e) {
140     e.preventDefault();
141       console.log("Game Started");
142       startButton.classList.add("hide");
```

```
143          loginContainer.classList.add("hide");
144          submitForm.classList.add("hide");
145          gameContainer.classList.remove("hide");
146          userName = document.getElementById('login-input').value;
147          (shuffleQuestions = questions.sort(() => Math.random() - 0.5));
148          (currQuestionIndex = 0);
149          nextQuestion();
150      }
151
152      //function to display question
153      function showQuestion(questions) {
154        questionElement.innerText = questions.question;
155        console.log(questions.answers);
156        let answerOptions = questions.answers;
157        answerOptions.forEach((answer) => {
158          const button = document.createElement("button");
159          button.innerText = answer.text;
160          button.classList.add("btn");
161          if (answer.correct) {
162            button.dataset.correct = answer.correct;
163          }
164          button.addEventListener("click", selectAnswer);
165          answerButtonElement.appendChild(button);
166        });
167      }
168
169      //function for user to select answers
170      function selectAnswer(e) {
171        const selectedButton = e.target;
172        const correct = selectedButton.dataset.correct === "true";
173        setStatusClass(document.body, correct);
174        Array.from(answerButtonElement.children).forEach((button) => {
175          setStatusClass(button, button.dataset.correct === "true");{
176            button.classList.add("correct");
177          }
178          button.disabled =true;
179        });
180        if (currQuestionIndex + 1 <= shuffleQuestions.length) {
181          nextButton.classList.remove("hide");
182        }else{
183          resetButton.innerText = "Reset";
184          resetButton.classList.remove("hide");
185        }
186      }
187
188      //display next question
189      function nextQuestion() {
190        resetQuestion();
191        showQuestion(shuffleQuestions[currQuestionIndex]);
192        currQuestionIndex++;
193        currentQuestionNumberDisplay++;
194        currQuestionNumber.innerText = currentQuestionNumberDisplay;
195      }
196
197      //Get nreset question
198      function resetQuestion() {
199        clearStatusClass(document.body);
200        nextButton.classList.add("hide");
201        while (answerButtonElement.firstChild) {
202          answerButtonElement.removeChild(answerButtonElement.firstChild);
203        }
204      }
205      nextButton.addEventListener("click", nextQuestion);
206      resetButton.addEventListener('click', resetGame);
207
208      //Restart Game
209      function resetGame(){
210        currentQuestionNumberDisplay=0;
211        startButton.classList.remove("hide");
212        loginContainer.classList.remove("hide");
213        submitForm.classList.remove("hide");
214        gameContainer.classList.add("hide");
```

```
215        }
216    //function to set right and wrong questions link with CSS
217    function setStatusClass(element, correct) {
218      clearStatusClass(element);
219      if (correct === true) {
220        element.classList.add("correct");
221      } else {
222        element.classList.add("wrong");
223      }
224    }
225
226    function clearStatusClass(element) {
227      element.classList.remove("correct");
228      element.classList.remove("wrong");
229    }
230
231
```

JSHint

version 2.13.6
(https://github.com/jshint/js

There are 11 function
Function with the larg
median is 1.

Largest function has

The most complex fu
of 2 while the median