```
// Selecting the DOM element that displays the remaining time
 2
   const timeElement = document.getElementById("time");
 4
   // Selecting the DOM element where the result (correct/incorrect/time's up) will be shown
6
   const resultElement = document.getElementById("result");
8
    // Selecting the submit button element
9
10
11
   const submitButton = document.getElementById("submitBtn");
12
13
   // Selecting the input box where user types the answer
14
15
   const answerInput = document.getElementById("answer");
16
17
    // Initial time (in seconds) for the quiz timer
18
19
   let timeLeft = 10;
20
   // Will store the setInterval ID so we can clear it later
22
23
   let timeInterval;
24
25
   // Will store the setTimeout ID so we can cancel the auto-fail message if needed
26
27
   let timeoutId;
28
   /*
29
30
32
                                                                                                                                0
33

    Start the Countdown Timer

34
35
   ______
36
37
   This function uses setInterval to decrease the timer every second. Once time reaches 0, it clears the interval to stop the
    countdown.
```

```
8/5/25, 9:13 PM
  38
      */
  39
  40
      const startTimer = () => {
  41
  42
          timeInterval = setInterval(() => {
  43
  44
                                                  // Decrease time by 1 second
  45
              timeLeft--;
  46
              timeElement.textContent = timeLeft; // Update the UI with the new time
  47
  48
              if (timeLeft === 0) {
  49
  50
                 clearInterval(timeInterval);
  51
                                             // Stop the countdown when time is up
  52
  53
  54
          }, 1000); // Runs every 1000 milliseconds (1 second)
  55
  56
  57
      /*
  58
  59
      ______
  60
      ⚠ Show Auto-Fail Message after 10 seconds
  61
  62
  63
      ______
  64
      This function uses setTimeout to show a message if the user doesn't submit an answer within the allotted time. It also
      disables the submit button and input box.
  66
  67
      */
  68
                                                                                                                           0
  69
      const showAutoFailMessage = () => {
  70
          timeoutId = setTimeout(() => {
  71
  72
  73
              resultElement.textContent = "① Time's up! You didn't answer in the allotted time.";
  74
```

```
75
            submitButton.disabled = true;
                                            // Prevent further submissions
76
77
            answerInput.disabled = true;
                                            // Disable input after timeout
78
79
        }, 10000); // Executes after 10,000 milliseconds (10 seconds)
80
81
    /*
82
83
84
    _____
85
86
    ✓ Submit Button Event Handler
87
88
    _____
89
    Triggered when the user clicks the "Submit" button. It checks the answer, stops the countdown and cancels the auto-fail
90
    message timeout.
    */
92
93
    submitButton.addEventListener("click", () => {
94
95
        const answer = answerInput.value.trim().toLowerCase(); // Get user's input, clean it, and make it lowercase
96
97
98
        clearInterval(timeInterval); // Stop the countdown (setInterval)
99
100
        clearTimeout(timeoutId);
                                  // Cancel the auto-fail timeout
101
102
        if (answer === "paris") {
103
104
            // Correct answer case
105
            resultElement.textContent = " Correct! The capital of France is Paris.";
106
107
        } else if (answer === "") {
108
109
110
            // If input is empty
111
```

0

```
resultElement.textContent = "A Please enter an answer.";
112
113
114
        } else {
115
116
            // Incorrect answer case
117
            resultElement.textContent = "X Incorrect! The capital of France is Paris.";
118
         }
119
120
        // Disable further interaction after submission
121
122
123
         submitButton.disabled = true;
124
125
         answerInput.disabled = true;
126
    });
127
     // Start both the timer and the auto-fail countdown as soon as the page loads
128
129
130
    startTimer();
131
132
    showAutoFailMessage();
```

0