

Main features

- Opens with ascii title graphic prompting user to press any key to continue
- Username is entered and validated and then option to change it or exit the app is given
- Default setting is 6 general knowledge multiple choice questions on easy setting.
- Quiz runs and then score is printed out in rainbow ascii graphic
- Printout of results, including correct and incorrect. User prompted to press any key and results disappear before asking to play again or exit.

Validating Username >>

```
You entered: LUKE

Is this correct? (Use ↑/↓ arrow keys, press Enter to select)

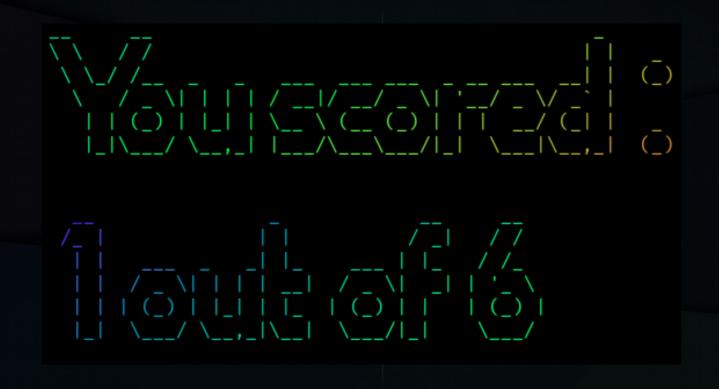
• Yes

No
Exit
```

Enter a username: #%*&^ >> letters or numbers only

Quiz section >>

```
Welcome LUKE!
6 questions. multiple choice. general knowledge. Level: EASY
READY?
(hit spacebar to begin)
  How many spaces are there on a standard Monopoly board?
  (Use ↑/↓ arrow keys, press Enter to select)
  55
    28
    40
    36
```



Results page >>

```
What was the name of the the first episode of Doctor Who to air in 1963?
The Aztecs => An Unearthly Child
Which "Call Of Duty: Zombies" map introduced the "Staffs Of The Ancients"?
Revelations => Origins
What is the theme song of "Neon Genesis Evangelion"?
Stardust Crusaders => A Cruel Angel's Thesis
Where would you find the "Spanish Steps"?
Rome, Italy :-)
Who directed the Kill Bill movies?
Arnold Schwarzenegger => Quentin Tarantino
```

Better luck next time! (hit spacebar)

Working with the Open Trivia DB API >>

```
require 'httparty'
require 'htmlentities'
class OuestionBank
 attr reader :prompts, :correct answers, :incorrect answers, :q amount, :difficulty
 attr accessor :q index
 def initialize(url = nil)
   #if command line argument not given, use default url
   if !url
     url = "https://opentdb.com/api.php?amount=6&difficulty=easy&type=multiple"
    end
   #error handling if internet not connected
   begin
     response = HTTParty.get(url)
    rescue SocketError
     puts "SocketError! Check internet connection!"
    end
```



- HTTParty to simplify API call
- Error handling if issue with internet
- Listed is the default url that asks for 6 random multiple choice questions from any category

Decoding HTML Entities & populating quiz arrays >>

```
#create difficulty instance variable
@difficulty = response.parsed response["results"][0]["difficulty"].upcase
#create instance array of question prompts
@prompts =
  response.parsed response["results"].map {
    |index| index["question"] }
#create instance array of correct answers
@correct answers = response.parsed response["results"].map {
  |index| index["correct answer"] }
#create instance array of incorrect answers
@incorrect answers = response.parsed response["results"].map {
  |index| index["incorrect answers"] }
 @q amount = @prompts.length
 @q index = 0
#remove HTMLEntities from array variables
html = HTMLEntities.new
@prompts = @prompts.map {|item| html.decode(item)}
@correct answers = @correct answers.map {|item| html.decode(item)}
@incorrect answers = @incorrect answers.map {|row| row.map {|item| html.decode(item)}}
```

- Created 2 arrays and 1 nested array of trivia data
- Used HTMLEntities gem to easily decode the "? Etc from the data.

Using ARGVs >>

 Provide an alternative API url calling 15 random 'HARD' level questions when '-g' flag is used.

```
#set difficulty to 'GOD' level using ARGV
def process_argv(option)
  case option
  when "-g"
    @url = "https://opentdb.com/api.php?amount=&difficulty=hard&type=multiple"
  end
end
```

```
class TriviaGame
 def initialize
   setup
  end
 def reset
   setup
  end
 private
 def setup
   @god mode = ARGV[0]
   @username = ""
                   #set @username variable
   @cursor = TTY::Cursor #set @cursor variable
   welcome #display welcome message and title graphic
   username #input and check username
   quiz #run quiz questions
   play again #gives user to exit or play again
 end
```

TriviaGame Class >>

• Created an instance variable for the ARGV in a setup method in the main TriviaGame class.

 Wrapping the game in a TriviaGame class like this was the solution I found to re-initialize the game instance

Any Questions?