For quiz challenge

DOM Manipulations for choosing questions

Iterating (for loop) to go through the questions

Update the DOM when user interacts

Get the array “questions” and use in the (for loop)

DOM Manipulations example (Hunter):

In html

<p id=”counter></p>

<button id =”increment”>+</button>

<button id =”decrement”>-</button>

Basic steps for DOM manipulation in js

Var counterElement = document.querySelector(“counter”);

Var incrementButton = document.querySelector(“#increment”);

Var decrementButton = document.querySelector(“#decrement”);

innerHTML gets whatever is in the html

//I want to increment counter (the variable) each time there’s a click

incrementButton.addEventListener(“click”, function() {

counter++;

});

localStorage saves data. Possibly for the game over initials input part of the section