**The beginning**

Captain's log. Stardate 01.08.24. I started a project to help students study for the PMBOK exam and in the process help myself. There seems to be no signs of life, or any \*static\* beginning \*static\* where to start?

Captain's log. Stardate 01.09.24. After gaining more familiarity with my surroundings, I have decided to make an app that quizzes you with questions that may be on the PMBOK exam and other questions related to project management. Engineering was sent to start creating a Data base to hold these questions and to get ideas on what to do. \* A Todo list was formed and concepts for class have been added.

Captain's log. Stardate 01.15.24. Engineering returned with some sample questions from the videos we watched in class. We must figure out a way to convert the images to a text file, and perhaps use Ships computer. We will have to do some testing before we can ensure that this is a reliable strategy.

Captain's log. Stardate 01.18.24. The ship is approaching a quantum field, and we are experiencing some strange occurrences. “Computer, analyze the field and convert the images to text.” “Analyzing… Analyzing... Completed! There ar- efs gr.. \*static\*”

**The Project starts to heat up.**

Captain's log. Stardate 01.21.24. We experienced some sort of distortion going through the quantum field and converting the images to text files. It seems we have also lost a few good men and the data they collected, but fear not we may be able to recover the data. In the chaos, an alien fleet surrounded us and tasked us to have over 100 data entries into our database or else they would open fire and destroy the ship. The alien race called themselves the Professors. This daunting task must be completed by Stardate 01.23.24. The ships’ Computer scanners are still down but we have a new AI feature enabled due to interacting with the quantum field. This allowed us to create 10 General, 10 advanced questions, and 10 expert level multiple choice questions to jump us off and get our database filled as quickly as possible. It also appears that that one of my logs has disappeared.

Captain's log. Stardate 01.27.24

Using the Ships computer, I was able to convert the level 1 questions in a machine-readable format into react. I also was able to create a separate JS file to separate my main code from the level 1 questions and was able to import it to my main react app. Now I have all the level one multiple choice questions displayed on my website. I hope I can reuse a component I made to be able to show the level 2 and 3 questions as well as the fill in the blanks. I have to decide whether or not I want to let the user go choose to do a multiple-choice question vs a fill in the blank, or just mix them in together.

Captain's log. Stardate 01.28.24

I followed along with the Recording from our lesson to first redisplay my questions using map. I then kept running into errors that I caused by not fully understanding how passing arrays from one file to another work. With the help of the ship’s computer, I found that I have to restate my data variables to an empty string so React doesn’t error out, then let it import my array from the other file and use the correct data and have it display all the data. I also used a short cut for props the computer showed me to store it into an array and let it fill the questions, options, and answer prop without having to do it each time. I don’t know if the Professor will say that is good practice or like, but I’ll stick with it for now till I get told to change it.

After awhile I was able to display one question at a time on the screen. I then mapped the previous and next buttons to go forward and back. I do run into an error when I go back too far but I’ll have to work on that another time.

Captain's log. Stardate 02.02.24

I continued to covert all the multiple-choice questions from each level and have them displayed as a new card on the first page. I have each level saved as a different file to keep it separate and easier to read. This way I can add and remove questions from each level a lot quicker. I then converted all the fill in the blank questions and displayed them as a new card to see if the data structure was working. I realized the map I used for the multiple choice has a different key, so I need to create a new map to read the fill in the blank questions.

Captain's log. Stardate 02.04.24

I tried for about an hour to add buttons so you can select different answers and separate the next and the previous buttons so that the cards interact independently and do not all change at the same time. I kept running into issues One of the issues I ran into was the state for the radio buttons was shared between the different cards, so if you selected an answer from the first card and filled out one or more of them, then selected an answer from a different level it would re-write the data on the first card and would change the answers all around and sometimes not even select anything. So, I gave up for the moment and will try to do some research or see if we learn anything from the Professors that will aid us. HOWEVER, I found a temp fix so that the answer doesn’t display by default. I added a show answer button so that you can toggle the answer on and off. I might implement something where it resets the toggle to off when you click next answer but I don’t know if ill go down that route and need it if I can get the radio buttons to work as well as separating the Prev and next buttons.

Captain's log. Stardate 02.25.24

Fixed the cards so that they don’t break the code and cycle though the questions. Added radio buttons and was able to make it so the user can select an answer and it will show if it is wrong or right. Fixed the issue where the fill in the blank wasn’t showing, got the first set to show. Then fixed that so now they all show up under the fill in the blank button. Fixed the issue that the answers were still showing when you hit the next card or a different level. Forgot that I needed to also add that to the PREV button, so I fixed that quickly as well. Broke my code multiple times when trying to fix it but in the end worked line by line and was able to successfully fix it. Created props so that my variables aren’t being re-declared fixing an issue and cleaned some redundant code.