

- [Read the instructions.](#)
- [How JavaScript Works](#) by Douglas Crockford.
- [Report a bug or issue.](#)

Source

201

⚠

202

⚠

203

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⚠

206

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⚠

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⌵

⌶

```
<p>You have answer ${score} questions correct out of ${questionsData.length}</p>
<p>Now you can either try again or go back to the start page.</p>
</div>
<div class="result-btns">
  <button type="button" class="btn btn-primary btn-next-question" id="play-again" onclick="playAgain">
    <a href="quiz.html">Try again</a>
  </button>
  <button type="button" class="btn btn-success btn-next-question" id="go-home" onclick="goHome">
    <a href="index.html">Go Home</a>
  </button>
</div>
</div>
`;
  }
})
})
//event listener for the go home button
quitGame.addEventListener("click", () => {
  alert("You have QUIT de game. Back to the beginning!!");
});
```

JSLint

Clear Source

Clear Options

Options

Env...

Allow...

☐ browser

☐ beta

☐ getset

☐ single

☐ white

☐ devel

☐ bitwise

☐ indent2

☐ this

☐ node

☐ convert

☐ long

☐ unordered

☐ trace

☐ for

☐ name

☐ variable

imported globals (e.g. caches, indexedDb)

Report: Warnings (7)

answers.forEach(answer => answer.checked = false);	
2. Line is longer than 80 characters.	<u>183: 1</u>
questionsTrackerCounter.innerText = `\${nextQuestion}/\${maxQuestionsNumber}`;	
3. Line is longer than 80 characters.	<u>196: 1</u>
<h2>\${score} correct questions out of \${questionsData.length} </h2>	
4. Line is longer than 80 characters.	<u>201: 1</u>
<p>You have answer \${score} questions correct out of \${questionsData.length}</p>	
5. Line is longer than 80 characters.	<u>202: 1</u>
<p>Now you can either try again or go back to the start page.</p>	
6. Line is longer than 80 characters.	<u>205: 1</u>
<button type="button" class="btn btn-primary btn-next-question" id="play-again" onclick="playAgain">	
7. Line is longer than 80 characters.	<u>208: 1</u>
<button type="button" class="btn btn-success btn-next-question" id="go-home" onclick="goHome">	

Report: Properties (11)

/*property	
a, b, c, correct, d, forEach, getElementById, innerText, length,	
querySelectorAll, question	
*/	

Report: Functions (2)

global	answers, clearAnswerSelected, maxQuestionsNumber, nextQuestion, optionA, optionB, optionC, optionD, progressBar, progressBarFull, question, questionsContainer, questionsData, questionsTrackerCounter, quitGame, score, scorePoints, scoreTrackerCounter, startQuiz, submitBtn	
startQuiz()	variable questionArray	<u>123: 1</u>
clearAnswerSelected()		<u>139: 1</u>