```
const startScreen = document.getElementById("start-screen")
const quizScreen = document.getElementById("quiz-screen")
const resultScreen = document.getElementById("result-screen");
const startButton = document.getElementById("start-btn");
const questionText = document.qetElementById("question-text");
const answersContainer = document.getElementById("answers-container");
const currentQuestionSpan = document.getElementById("current-question");
const totalQuestionsSpan = document.getElementById("total-questions");
const scoreSpan = document.getElementById("score");
const finalScoreSpan = document.getElementById("final-score");
const maxScoreSpan = document.getElementById("max-score");
const resultMessage = document.getElementById("result-message");
const restartButton = document.getElementById("restart-btn");
const progressBar = document.getElementById("progress");
const confettiContainer = document.getElementById('confetti');
const quizQuestions = [
   question: "What year was Texas Tech University Founded?",
   answers: [
     { text: "1910", correct: false },
     { text: "1956", correct: false },
   question: "What is the name of the Texas Tech College of
Engineering?",
   answers: [
      { text: "Cockrell School of Engineering", correct: false },
      { text: "Cullen College of Engineering ", correct: false },
      { text: "Edward E. Whitacre Jr. College of Engineering", correct:
      { text: "George R. Brown School of Engineering", correct: false },
```

```
question: "What is the name of the Texas Tech University Marching
Band?",
   answers: [
     { text: "On the GO and Blow Band", correct: false },
      { text: "The Conquistadors", correct: false },
      { text: "Goin' Band from Raiderland", correct: true },
   question: "What athletic conference does Texas Tech University compete
   answers: [
     { text: "SEC", correct: false },
     { text: "Pac-12", correct: false },
      { text: "The Big Ten", correct: false },
   question: "Texas Tech University is responsible for having the first
college mascot to feature a live horse, what is the name of this mascot?",
   answers: [
     { text: "UGA", correct: false },
     { text: "The Masked Raider", correct: false },
     { text: "The Masked Rider", correct: true },
function triggerConfetti() {
       const confetti = document.createElement('div');
       confetti.classList.add('confetti');
        confetti.style.backgroundColor = colors[Math.floor(Math.random() *
colors.length)];
```

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confetti.style.left = `${Math.random() * 100}vw`;
        confetti.style.top = 'Opx'; //Start at the viewport/quiz screen
        confetti.style.animationDuration = `${Math.random() * 2 + 3}s`;
        confetti.style.animationDelay = `${Math.random() * 0.5}s`;
        confettiContainer.appendChild(confetti);
        confetti.addEventListener('animationend', () => {
            confetti.remove();
       });
let currentQuestionIndex = 0;
let score = 0;
let answerDisabled = false;
totalQuestionsSpan.textContent=quizQuestions.length;
maxScoreSpan.textContent = quizQuestions.length;
startButton.addEventListener("click", startQuiz);
restartButton.addEventListener("click", restartQuiz);
function startQuiz() {
   console.log(Array.from(answersContainer.children).forEach((el)=>
console.log(el)))
   currentQuestionIndex=0;
   score = 0;
   scoreSpan.textContent= 0;
   startScreen.classList.remove("active");
   quizScreen.classList.add("active");
    showQuestion();
```

```
function showQuestion(){
   answerDisabled = false;
   const currentQuestion = quizQuestions[currentQuestionIndex];
   currentQuestionSpan.textContent = currentQuestionIndex + 1;
   const progressPercent = (currentQuestionIndex/ quizQuestions.length) *
100;
   progressBar.style.width = progressPercent + "%";
   questionText.textContent = currentQuestion.question;
   answersContainer.innerHTML = "";
   currentQuestion.answers.forEach(answer =>{
       const button = document.createElement("button");
       button.textContent = answer.text;
       button.classList.add("answer-btn");
       button.dataset.correct = answer.correct;
       button.addEventListener("click", selectAnswer);
       answersContainer.appendChild(button);
function selectAnswer(event){
   if(answerDisabled) return;
   answerDisabled = true;
   const selectedButton = event.target;
   const isCorrect = selectedButton.dataset.correct === "true";
   Array.from(answersContainer.children).forEach(button =>{
```

```
if (button.dataset.correct === "true") {
           button.classList.add("correct");
       } else if (button === selectedButton) {
           button.classList.add("incorrect");
   if(isCorrect){
       score++;
       scoreSpan.textContent = score;
   setTimeout(()=>{
       currentOuestionIndex++;
       if(currentQuestionIndex < quizQuestions.length){</pre>
           showQuestion();
           showResults();
function showResults(){
   quizScreen.classList.remove("active");
   resultScreen.classList.add("active");
   finalScoreSpan.textContent = score;
   const percentage = (score/quizQuestions.length) * 100;
   if(percentage === 100){
       resultMessage.textContent = "Perfect Score!"
       triggerConfetti();
   } else if (percentage >= 80) {
       resultMessage.textContent = "Great Job!"
   } else if (percentage >= 70) {
       resultMessage.textContent = "Time for more Research!"
```

```
function restartQuiz() {
    resultScreen.classList.remove("active");
    startQuiz();
}
```