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//คำถามและตัวเลือก
let AllQuestion = {
  Question1 : 'What is one?',
  Answer1 : {
    choice1 : 1, choice2 : 2, choice3 : 3, choice4 : 4, choice5 : 5
  },
  Question2 : 'What is two?',
  Answer2 : {
    choice1 : 1, choice2 : 2, choice3 : 3, choice4 : 4, choice5 : 5
  },
  Question3 : 'What is three?',
  Answer3 : {
    choice1 : 1, choice2 : 2, choice3 : 3, choice4 : 4, choice5 : 5
  },
  Question4 : '1+1=3 (True,False)',
  Answer4 : {
    choice1 : true, choice2 : false
  },
  Question5 : 'What is Client-side Web Server?',
  Answer5 : {
    choice1 : 'INT101', choice2 : 'INT207', choice3 : 'INT205', choice4 : 'INT202',
choice5 : 'INT201'
  }
};
console.log(AllQuestion);

//เฉลย
let solution = [
  AllQuestion.Answer1.choice1,
  AllQuestion.Answer2.choice2,
  AllQuestion.Answer3.choice3,
  AllQuestion.Answer4.choice2,
  AllQuestion.Answer5.choice5
];

class Player {
  constructor(name) {
    this.name = name; //ชื่อผู้เล่น
    this.score = 0; //คะแนนสะสม
    this.quest = 5; //จำนวนข้อคำถาม
    this.myAns = [0, 0, 0, 0, 0]; //กระดาษคำตอบ (0 = แปลว่ายังไม่ได้ตอบ)
    this.playing = function (Q, A) { //เลือกตอบคำถาม
      let index = Q - 1;
      switch (Q) { //เลือกคำถาม
        case 1: addAns(this, index, A); //เพิ่มคำตอบ
          recheckScore(this); //เช็คคะแนน
          break;

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        case 2: addAns(this, index, A);
                recheckScore(this);
                break;
        case 3: addAns(this, index, A);
                recheckScore(this);
                break;
        case 4: addAns(this, index, A);
                recheckScore(this);
                break;
        case 5: addAns(this, index, A);
                recheckScore(this);
                break;
    }
};

function addAns(Player, index, A) {
    Player.myAns[index] = A; //เพิ่มคำตอบลงใน myAns
    return Player;
}

function recheckScore(Player) { //นับคะแนน
    Player.score = 0; //รีเซ็ต score เป็น 0 เพื่อนับคะแนนใหม่ทุกครั้ง
    for (let i = 0; i < Player.quest; i++) { //วน loop ตามจำนวนข้อคำถาม
        if (solution[i] === Player.myAns[i]) { //เปรียบเทียบคำตอบใน solution[] กับ
myAns[] (ใช้ === เพื่อป้องกันการเกิด implicit conversions)
            Player.score += 1; //ถ้าคำตอบที่ตรงกับเฉลย ให้เพิ่ม score+1
        }
    }
    return Player.score;
}

}

}

/*
Question 1 ตอบ 1
Question 2 ตอบ 2
Question 3 ตอบ 3
Question 4 ตอบ false
Question 5 ตอบ INT201
*/

//สร้างผู้เล่น 3 คน
let player1 = new Player('Nice');
let player2 = new Player('Nut');
let player3 = new Player('Tan');

//เริ่มต้น ผู้เล่นจะมี score เป็น 0
console.log(player1);
console.log(player2);

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console.log(player3);

console.log("-----Round 1-----");
//ลองตอบคำถามรอบที่1
//player1
player1.playing(1,1);
player1.playing(2,2);
player1.playing(3,3);
//player2
player2.playing(1,1);
player2.playing(2,2);
player2.playing(3,3);
player2.playing(4,true);
player2.playing(5,'INT202');
//player3
player3.playing(1,1);
player3.playing(2,2);
player3.playing(3,3);
player3.playing(4,false);
player3.playing(5,'INT201');

//ดูคะแนนรอบที่ 1
console.log(player1); //score=3
console.log(player2); //score=3
console.log(player3); //score=5

console.log("-----Round 2-----");
//ลองตอบคำถามรอบที่ 2
//player1 ลองตอบคำถามเพิ่ม
player1.playing(4,false);
player1.playing(5,'int201');
//player2 ลองเปลี่ยนคำตอบ
player2.playing(2,22);

//ดูคะแนนรอบที่ 2
console.log(player1); //score=4
console.log(player2); //score=2
console.log(player3); //score=5

//เฉลยคำตอบ
console.log('Solution : '+ solution)

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<https://github.com/salmonindaeyo/INT201G8.git>

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PS C:\Users\ST\Desktop\IT2021\INT201_Client-side\MyProject_int201\INT201-G08-Groupworks\int201g8\homework2> node QandA.js
{
  Question1: 'What is one?',
  Answer1: { choice1: 1, choice2: 2, choice3: 3, choice4: 4, choice5: 5 },
  Question2: 'What is two?',
  Answer2: { choice1: 1, choice2: 2, choice3: 3, choice4: 4, choice5: 5 },
  Question3: 'What is three?',
  Answer3: { choice1: 1, choice2: 2, choice3: 3, choice4: 4, choice5: 5 },
  Question4: '1+1=3 (True,False)',
  Answer4: { choice1: true, choice2: false },
  Question5: 'What is Client-side Web Server?',
  Answer5: {
    choice1: 'INT101',
    choice2: 'INT207',
    choice3: 'INT205',
    choice4: 'INT202',
    choice5: 'INT201'
  }
}
Player {
  name: 'Nice',
  score: 0,
  quest: 5,
  myAns: [ 0, 0, 0, 0, 0 ],
  playing: [Function (anonymous)]
}
Player {
  name: 'Nut',
  score: 0,
  quest: 5,
  myAns: [ 0, 0, 0, 0, 0 ],
  playing: [Function (anonymous)]
}
Player {
  name: 'Tan',
  score: 0,
  quest: 5,
  myAns: [ 0, 0, 0, 0, 0 ],
  playing: [Function (anonymous)]
}
-----Round 1-----
Player {
  name: 'Nice',

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  score: 3,
  quest: 5,
  myAns: [ 1, 2, 3, 0, 0 ],
  playing: [Function (anonymous)]
}
Player {
  name: 'Nut',
  score: 3,
  quest: 5,
  myAns: [ 1, 2, 3, true, 'INT202' ],
  playing: [Function (anonymous)]
}
Player {
  name: 'Tan',
  score: 5,
  quest: 5,
  myAns: [ 1, 2, 3, false, 'INT201' ],
  playing: [Function (anonymous)]
}
-----Round 2-----
Player {
  name: 'Nice',
  score: 4,
  quest: 5,
  myAns: [ 1, 2, 3, false, 'int201' ],
  playing: [Function (anonymous)]
}
Player {
  name: 'Nut',
  score: 2,
  quest: 5,
  myAns: [ 1, 2, 3, true, 'INT202' ],
  playing: [Function (anonymous)]
}
Player {
  name: 'Tan',
  score: 5,
  quest: 5,
  myAns: [ 1, 2, 3, false, 'INT201' ],
  playing: [Function (anonymous)]
}
Solution : 1,2,3,false,INT201
PS C:\Users\ST\Desktop\IT2021\INT201_Client-side\MyProject_int201\INT201-G08-Groupworks\int201g8\homework2> █

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