const questions = [

{ question: "Convert 1000 meters to kilometers", answer: "1" },

{ question: "Convert 1500 milliliters to liters", answer: "1.5" },

{ question: "Convert 500 grams to kilograms", answer: "0.5" },

{ question: "Convert 2.5 kilometers to meters", answer: "2500" },

{ question: "Convert 200 centimeters to meters", answer: "2" }

];

let currentQuestionIndex = 0;

let score = 0;

const questionElement = document.getElementById("question");

const answerElement = document.getElementById("answer");

const messageElement = document.getElementById("message");

const scoreElement = document.getElementById("score");

const submitButton = document.getElementById("submit");

const startButton = document.getElementById("start");

function startGame() {

currentQuestionIndex = 0;

score = 0;

startButton.style.display = "none";

submitButton.style.display = "inline-block";

answerElement.style.display = "inline-block";

showQuestion();

}

function showQuestion() {

questionElement.innerText = questions[currentQuestionIndex].question;

answerElement.value = "";

messageElement.innerText = "";

}

function checkAnswer() {

const userAnswer = answerElement.value.trim();

if (userAnswer === questions[currentQuestionIndex].answer) {

messageElement.innerText = "Correct!";

score++;

} else {

messageElement.innerText = `Incorrect! The correct answer was ${questions[currentQuestionIndex].answer}`;

}

scoreElement.innerText = `Score: ${score}`;

currentQuestionIndex++;

if (currentQuestionIndex < questions.length) {

setTimeout(showQuestion, 1000);

} else {

setTimeout(endGame, 1000);

}

}

function endGame() {

questionElement.innerText = "Game Over!";

submitButton.style.display = "none";

answerElement.style.display = "none";

startButton.style.display = "inline-block";

}

submitButton.addEventListener("click", checkAnswer);

startButton.addEventListener("click", startGame);