

```
//array to hold both my questions and populate my answer's constant not to change

const questionArray=["Which city was founded by Vikings ?","Cairo","Sofia","Dublin","New York"],
  ["Which is the best college in the Universe ?","Griffith College","Moscow State University","The School of Life","UCLA"],
  ["What is Harry Potters middle name ?","Jim","Naruto","Fred","James"],
  ["How many seasons does the show Rick and Morty have as of 2019?","1","2","3","4"],
  ["According to Albert Einstein two things are infinite one is the universe, at the other is
?", "Time", "Stupidity", "Intellect", "Relativity"],
  ["Where is it illegal to own a single guinea pig, but by law people are obliged to buy two?","China","Switzerland","United
States","Trinidad and Tobago"],
  ["Which one of these flowers is a white Orchid ?","orchid","lilly","rose","marg"],
  ["Which one of these cute balls of cuteness is a Siamese cat ?","cat1","cat2","cat3","scat"],
  ["Solve:  2 + 4 = ?","6"],
  ["Solve:  10 - 15*60/4 = ?", "-215"]];

// second array matches contains all teh correct answer's

const answersArray = ["Dublin", "Griffith College", "James", "4", "Stupidity", "Switzerland", "orchid", "scat", "6", "-215", "six", "Six",
"\\"6\\\"", "\\'6\\'", "negative two hundred and fifteen",
  "Negative two hundred and fifteen", "\\"-215\\\"", "\\'-215\\'"];

// all mi variables decided to use var in the end as it suits me fine

var pageCounter = 1;
var userName,userChoice;
var userScore=1,question5="";
var date = new Date();
var startTime = date.getTime();
var timer,submitResult=true;
var medal;

// purely for testing left it out as it might be helpful when checking the code

document.getElementById("p10").innerHTML = "Questions Array length  "+questionArray.length; //TESTER REMOVE
document.getElementById("p11").innerHTML = "Answers Array length  "+answersArray.length; //TESTER REMOVE

//function gets the user name if empty will display alert initially had success with the undefined method istead of this but i encountered
bugs later and changed to empty string

function getUsername(x) {

  userName=document.getElementById("userName").value;
  document.getElementById("p6").innerHTML = "The user name set is "+userName; //TESTER REMOVE
  if (userName === ""){
    alert("Please enter your name its not fun to call you user !")
  }else {
    // the italian clause :)

    if (userName === "Italy" || userName ==="italy" || userName === "italia" || userName ==="Italia") {
      document.body.style.backgroundColor = "#f3f3f3";
      document.body.style.background = "url('images/Italy.jpg')";
      document.body.style.backgroundSize="cover";
      document.body.style.position="center"+"center";
      document.body.style.backgroundAttachment="fixed";
      document.getElementById("DivButton7").style.background="url('images/flag.jpg')"+"center";
      document.getElementById("DivButton7").style.backgroundSize="cover";
      for (var i=1;i<6;i++) {
        document.getElementById("Head"+i).style.backgroundImage = "url('images/col.jpg')";
        document.getElementById("Head"+i).style.backgroundPositionX = "0px";
        document.getElementById("Head"+i).style.backgroundPositionY = "-100px";
      }
      document.getElementById("goodGame").innerHTML = "Bel giuoco, presto tutto andrà meglio!!!";

      // the italian clause :)
    }
    nextNavigation(0)
  }
}
```

```
// this function build my random quiz 3 separate loops and they are 3 types of questions each
```

```

function buildQuiz() {
    var min=0;
    var max=1;
    for(var i=1;i<4;i++) {

        // the formula is a bit complicated but basically below im calling a whole random number between 0-2 while also using i in the loop as a
        // variable
        // and then incrementing to continue thru the 2d array raising it by 2 please use Testing window to make more sense

        var randomArr = Math.floor(Math.random() * (max - min + 1)+min);

        document.getElementById('Question' + i).innerHTML = questionArray[randomArr][0];
        document.getElementById("label"+i+"A").innerHTML = questionArray[randomArr][1];
        document.getElementById("answer"+i+"A").value = questionArray[randomArr][1];
        document.getElementById("label"+i+"B").innerHTML = questionArray[randomArr][2];
        document.getElementById("answer"+i+"B").value = questionArray[randomArr][2];
        document.getElementById("label"+i+"C").innerHTML = questionArray[randomArr][3];
        document.getElementById("answer"+i+"C").value = questionArray[randomArr][3];
        document.getElementById("label"+i+"D").innerHTML = questionArray[randomArr][4];
        document.getElementById("answer"+i+"D").value = questionArray[randomArr][4];

        document.getElementById("p"+i ).innerHTML="Random Choose question "+randomArr+" from the array"; // TESTER REMOVE ME
        min+=2;
        max+=2;
    }
    for(var i=4;i<5;i++) {

        // same as above but random number min-max range cahnges and pictures get matched to answer values

        var randomArr = Math.floor(Math.random() * (max - min + 1)+min);
        document.getElementById('Question' + i).innerHTML = questionArray[randomArr][0];
        document.getElementById("answer"+i+"A").value = questionArray[randomArr][1];
        document.getElementById("answer"+i+"B").value = questionArray[randomArr][2];
        document.getElementById("answer"+i+"C").value = questionArray[randomArr][3];
        document.getElementById("answer"+i+"D").value = questionArray[randomArr][4];

        document.getElementById("p"+i ).innerHTML="Random Choose question "+randomArr+" from the array"; // TESTER REMOVE ME

        if (document.getElementById("answer4A").value === "orchid")
            document.getElementById("myImg").src = "images/orchid.jpg";
        if (document.getElementById("answer4B").value === "lilly")
            document.getElementById("myImg2").src = "images/Lilly.jpg";
        if (document.getElementById("answer4C").value === "rose")
            document.getElementById("myImg3").src = "images/rose.jpg";
        if (document.getElementById("answer4D").value === "marg")
            document.getElementById("myImg4").src = "images/marg.jpg";
        if (document.getElementById("answer4A").value === "cat1")
            document.getElementById("myImg").src = "images/cat1.jpg";
        if (document.getElementById("answer4B").value === "cat2")
            document.getElementById("myImg2").src = "images/cat2.jpg";
        if (document.getElementById("answer4C").value === "cat3")
            document.getElementById("myImg3").src = "images/cat3.jpg";
        if (document.getElementById("answer4D").value === "scat")
            document.getElementById("myImg4").src = "images/scat.jpg";

        min+=2;
        max+=2;
    }

    //same as above exept we dont need a label here and they are n multiple choice which makes the code look much simple

    for(var i=5;i<6;i++) {

        document.getElementById("p"+i ).innerHTML="Random Choose question "+questionArray[randomArr][1]+" from the array"; // TESTER REMOVE
        ME

        var randomArr = Math.floor(Math.random() * (max - min + 1)+min);

        document.getElementById("equation").innerHTML=questionArray[randomArr][0];
        question5=questionArray[randomArr][1];

        min+=2;
        max+=2;
    }
}

```



becoming  
// interdependent adding one boolean and an if clause would trigger the final screen and then bypas it again if the user decided to use the same button for navigation later

```
function nextNavigation (x) {
  document.getElementById("p22").innerHTML="Next navigation "+x; // TESTER REMOVE ME
  if (x === 5 && submitResult === true) {
    submitResult = false;
    if (userScore === 5) {
      document.getElementById("medal").src="images/silver.png"
      medal="Silver";
      document.getElementById("scoreParagraph3").innerHTML= "Medal "+ medal;
    }

    if (userScore === 6) {
      document.getElementById("medal").src="images/gold.png"
      medal="Gold";
      document.getElementById("scoreParagraph3").innerHTML= "Medal "+ medal;
    }
    if (userScore < 5) {
      document.getElementById("medal").src="images/bronze.png"
      medal="Bronze";
      document.getElementById("scoreParagraph3").innerHTML= "Medal "+ medal;
    }

    document.getElementById("scoreParagraph1").innerHTML = "Points "+ timer;
    document.getElementById("scoreParagraph2").innerHTML= userName+"'s Correct percentage "+ ((userScore*20)-20)+"%";
    document.getElementById("scoreParagraph4").innerHTML= "Hello "+userName+" great job on completing the game!!!" +"You got a total of
    "+timer+
    " points which get calculated by adding and removing points for answers and timing."+"In short the faster you are and the more
    correct answers you have the more points you will get."+
    "You correct percentage is "+((userScore*20)-20)+"%."+ "And you got a "+medal+" medal, i like giving prizes.";

  }

  var choice="DivButton"+x;
  var page = document.getElementById(choice);
  if (page.style.display === "none") {
    page.style.display = "flex";
    document.getElementById("p16").innerHTML="if else";
  } else {
    page.style.display = "none";
    document.getElementById("p17").innerHTML="else";
  }
}

//Originally the above function looked much like this one, an if - else clause to change window visibility

function previousNavigation (n) {
  document.getElementById("p23").innerHTML="Previous  navigation "+n; // TESTER REMOVE ME
  var choice="DivButton"+n;
  var page = document.getElementById(choice);
  if (page.style.display === "none") {
    page.style.display = "flex";
  } else {
    page.style.display = "none";
  }
}

//This was meant to be teh Original Submit function but in debugging i had to change that

function submit(x) {
  userChoice=document.getElementById("answer5A").value;
  if (userChoice === ""){
    alert("Please choose an answer first "+userName)
  }else {
    pageCounter++;
    date = new Date();
    checkAnswer1(x)
  }
}
```

```
}  
  
// purely for testing left it out as it might be helpful when checking the code
```

```
function testMenu () {  
    var choice="testSub";  
    var page = document.getElementById(choice);  
    if (page.style.display === "none") {  
        page.style.display = "block";  
    } else {  
        page.style.display = "none";  
    }  
}
```

```
function test() {
```

```
    userChoice=document.getElementById("Answer1A").value;  
    document.getElementById("p19").innerHTML = "The User Choice A " + userChoice; // TESTER REMOVE ME  
    document.getElementById("p20").innerHTML = questionArray[0][3]===answersArray[5]; // TESTER REMOVE ME
```

```
        function valueRadioButtons() {  
            var a = document.getElementById("answer1A").value;  
            document.getElementById("p11").innerHTML="Question 1 a button value "+a;  
            var b = document.getElementById("answer1B").value;  
            document.getElementById("p12").innerHTML="Question 1 b button value "+b;  
            var c = document.getElementById("answer1C").value;  
            document.getElementById("p13").innerHTML="Question 1 c button value "+c;  
            var d = document.getElementById("answer1D").value;  
            document.getElementById("p14").innerHTML="Question 1 d button value "+d;  
        }  
        valueRadioButtons();
```

```
    }  
    test();
```