

Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for contents of text-input area

Checker Input

Show

☒ source

☐ outline

☒ image report

Options...

Check by

text input

▼

☐ CSS

<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">

<link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css">

<link rel="stylesheet" type="text/css" href="style.css">

<title>Scramble</title>
</head>

<body>
 <div class="container">
 <form id="form" class="login-email" style="display: block">
 <p class="login-text" style="font-size: 2rem; font-weight:

Check

Use the Message Filtering button below to hide/show particular messages, and to see total counts of errors and warnings.

Message Filtering

Document checking completed. No errors or warnings to show.

Image report

No images in the document.

Source

```
1. <!-- DayJaney Pringle - 2200367↵
2.     Jade Wilson       - 1506811↵
3.     Worrell Seville  - 1800577  ↵
4.     Lamar Haye       - 2111690   -->↵
5. <!DOCTYPE html>↵
6. <html lang="en">↵
7. ↵
8. <head>↵
9.     <meta charset="utf-8">↵
```

```

10.     <meta name="viewport" content="width=device-width, initial-scale=1.0"><
11. <
12.     <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/font-
awesome/4.7.0/css/font-awesome.min.css"><
13. <
14.     <link rel="stylesheet" type="text/css" href="style.css"><
15. <
16.     <title>Scramble</title><
17. </head><
18. <
19. <body><
20.     <div class="container"><
21.         <form id="form" class="login-email" style="display: block"><
22.             <p class="login-text" style="font-size: 2rem; font-
weight: 800;">Register</p><
23.                 <div class="input-group"><
24.                     <input type="text" placeholder="First Name"
id="fname" name="fname" required><
25.                 </div><
26.                 <div class="input-group"><
27.                     <input type="text" placeholder="Last Name"
id="lname" name="lname" required><
28.                 </div><
29.                 <div class="input-group"><
30.                     <input type="email" placeholder="Email"
id="email" required><
31.                 </div><
32.                 <div class="input-group"><
33.                     <input type="Date" id="dob" required><
34.                 </div><
35.                 <div class="input-group"><
36.                     <input type="text" placeholder="Age" id="age"
disabled><
37.                 </div><
38.                 <div class="input-group"><
39.                     <select class="input-group" id="gender"
name="gender" required><
40.                         <option value="">Select A
Gender</option><
41.                         <option value="male">Male</option><
42.                         <option value="female">Female</option><
43.                     </select><
44.                 </div><
45.                 <div class="input-group"><
46.                     <button type="submit" name="submit" class="btn"
id="register-btn" onclick="register()">Register</button><
47.                 </div><
48.                 <div class="input-group"><
49.                     <button type="button" name="start" class="btn"
id="start-btn" onclick="PlayGame()">
disabled>Start</button><
50.                 </div><
51.                 <div class="input-group"><
52.                     <button type="button" name="end" class="btn"
id="end-btn" onclick="findPercentageScore()">
disabled>End</button><
53.                 </div><
54.             </form><
55.         </div><
56.     </div><
57.     <form><
58.         <h6>Percentage:</h6><
59.         <textarea id="showpercentage" rows="4" cols="50"
disabled></textarea><
60.     </form><
61.     </div><
62.     <div class="play-area" id="play-area" style="display:none;"><
63.

```

```

64.         <p class="login-text" style="font-size: 2rem; font-
weight: 800;">Scramble Game</p>↵
65.             <!-- timer -->↵
66.             <p >Timer</p>↵
67.             <progress class="colored" style="margin-bottom:
5px; " value="0" max="10" id="progressBar"></progress>↵
68.         ↵
69.             <p style="margin-bottom: 5px;">Score</p>↵
70.             <input style="margin-bottom: 10px;"
type="number" class="score" id="score" value="0" disabled>↵
71.         ↵
72.             <div class="input-group">↵
73.                 <p>Scrambled Word</p>↵
74.                 <input style="margin-bottom: 5px;"
type="text" id="random" name="random" disabled>↵
75.             </div>↵
76.             <div class="input-group">↵
77.                 <input style="margin-bottom: 10px;"
type="text" placeholder="Enter Your Answer" id="answer-input" name="answer"
required>↵
78.                 disabled>↵
79.             </div>↵
80.             <div class="input-group">↵
81.                 <button type="button" name="accept"
id="accept-btn" class="btn" onclick="CheckAnswer()">↵
82.                 disabled>Accept</button>↵
83.         ↵
84.                 <button type="button" name="next"
class="btn" id="next-btn" onclick="PlayGame()">↵
85.                 disabled>Next</button>↵
86.             </div>↵
87.             <div class="input-group">↵
88.                 <p id="chars" style="font-size: 2rem;
font-weight: 800;"></p>↵
89.             </div>↵
90.             <br>↵
91.             <br>↵
92.             <div>↵
93.                 <form>↵
94.                     <h6>Players Data:</h6>↵
95.                     <textarea id="showallplayers"
rows="4" cols="40" disabled></textarea>↵
96.                 </form>↵
97.             </div>↵
98.         </div>↵
99.         <div id="showcharts" style="display: none;"></div>↵
100.     </div>↵
101.     <script>↵
102.         // Define global variables↵
103.         var PlayersData = [];↵
104.         var gameCharacters = [];↵
105.         var answerInput = document.getElementById("answer-input");↵
106.         var acceptBtn = document.getElementById("accept-btn");↵
107.         var nextBtn = document.getElementById("next-btn");↵
108.     ↵
109.         // Disable game controls↵
110.         answerInput.disabled = true;↵
111.         acceptBtn.disabled = true;↵
112.         nextBtn.disabled = true;↵
113.         var randomString;↵
114.         var count = 0;↵
115.         var quest = 0;↵
116.     ↵
117.     ↵
118.     function register() {↵
119.         // Disable all form fields and the register button↵

```

```

120. // document.querySelectorAll(".input-group input,
.input-group select, .input-group button").forEach(function (el) {↵
121. //     el.disabled = true;↵
122. // });↵
123. ↵
124. // Enable the "End" and "Start" buttons↵
125. document.querySelector("#end-btn").disabled = false;↵
126. document.querySelector("#start-btn").disabled = false;↵
127. //Validate the name↵
128. var fname = document.getElementById("fname").value;↵
129. var lname = document.getElementById("lname").value;↵
130. var email = document.getElementById("email").value;↵
131. // Check if first and last name are at least 3
characters long↵
132. if (fname.length < 3 || lname.length < 3) {↵
133.     alert("First and Last Names must be more than
three (3) characters in length.");↵
134.     return false;↵
135. }↵
136. ↵
137. // Validate email↵
138. var emailRegex = /^[a-zA-Z0-9._-]+@gmail\.com$/;↵
139. if (!emailRegex.test(email)) {↵
140.     alert("Email address must be a valid Gmail
address.");↵
141.     return false;↵
142. }↵
143. ↵
144. //Validate age↵
145. // Get the user's date of birth from the input field↵
146. var dob = new
Date(document.getElementById("dob").value);↵
147. ↵
148. // Calculate the user's age based on their date of
birth↵
149. var ageDiffMs = Date.now() - dob.getTime();↵
150. var ageDate = new Date(ageDiffMs);↵
151. var age = Math.abs(ageDate.getUTCFullYear() - 1970);↵
152. ↵
153. // Display the user's age on the page↵
154. var ageEl = document.getElementById("age");↵
155. ageEl.value = age;↵
156. ↵
157. // Check if the user is at least 18 years old↵
158. if (age >= 8 && age <= 12) {↵
159.     ageEl.style.color = "green";↵
160. } else {↵
161.     ageEl.style.color = "red";↵
162.     ageEl.value += " (between 8 and 12 years old)";↵
163. }↵
164. ↵
165. // Add the player's data to the PlayersData array↵
166. PlayersData.push({↵
167.     firstName: fname,↵
168.     lastName: lname,↵
169.     email: email,↵
170.     dob: dob,↵
171.     age: age,↵
172.     gender: document.getElementById("gender").value↵
173. });↵
174. return false;↵
175. }↵
176. ↵
177. function PlayGame() {↵
178.     document.getElementById("showpercentage").value = "";↵
179.     ↵

```

```

180.         quest = quest + 1;↵
181.         // Generate a random string of characters↵
182.         var characters = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";↵
183.         var numCharacters = Math.floor(Math.random() * 3) + 4;↵
184.         randomString = "";↵
185.         for (var i = 0; i < numCharacters; i++) {↵
186.             randomString = randomString +
characters.charAt(Math.floor(Math.random() * characters.length));↵
187.         }↵
188.         console.log("ANSWER: " + randomString);↵
189.         ↵
190.         var shuffle = '';↵
191.         var rString = randomString.split('');↵
192.         while (rString.length > 0) {↵
193.             shuffle += rString.splice(rString.length *
Math.random() << 0, 1);↵
194.         }↵
195.         ↵
196.         //Display the play area↵
197.         var playArea = document.getElementById("play-area");↵
198.         playArea.style.display = 'block';↵
199.         console.log("display play area");↵
200.         ↵
201.         ↵
202.         // Display the random string in the play area↵
203.         document.getElementById("random").value = shuffle;↵
204.         ↵
205.         //Timer ↵
206.         var timeleft = 10;↵
207.         var downloadTimer = setInterval(function () {↵
208.             if (timeleft <= 0) {↵
209.                 clearInterval(downloadTimer);↵
210.                 document.getElementById("answer-
input").disabled = true;↵
211.                 document.getElementById("accept-
btn").disabled = true; ↵
212.             }↵
213.             document.getElementById("progressBar").value =
10 - timeleft;↵
214.             timeleft -= 1;↵
215.         }, 1000);↵
216.         ↵
217.         // Enable the answer input, accept button, and next
button↵
218.         document.getElementById("answer-input").disabled =
false;↵
219.         document.getElementById("accept-btn").disabled = false;↵
220.         document.getElementById("next-btn").disabled = false;↵
221.         ↵
222.         // Clear the answer input field↵
223.         document.getElementById("answer-input").value = "";↵
224.         ↵
225.         // Set focus to the answer input field↵
226.         document.getElementById("answer-input").focus();↵
227.     }↵
228.     ↵
229.     function CheckAnswer() {↵
230.         var originalChars = "";↵
231.         document.getElementById("progressBar").value = 15;↵
232.         ↵
233.         console.log("Answer to be checked: " +
randomString.toLowerCase());↵
234.         // get the player's answer↵
235.         var answer = document.getElementById("answer-
input").value.trim();↵
236.         ↵

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237.         // validate the answer↵
238.         if (answer == "") {↵
239.             alert("Please enter your answer.");↵
240.             return;↵
241.         }↵
242.         ↵
243.         // check if the answer is correct↵
244.         var isCorrect = (answer.toLowerCase() ==
randomString.toLowerCase());↵
245.         alert("Awesome!! The word is correct");↵
246.         ↵
247.         console.log("Correct: " + isCorrect);↵
248.         ↵
249.         if (isCorrect.valueOf(true)) {↵
250.             console.log("In if statement, Validate
answer");↵
251.             // update the score↵
252.             var scoreElem =
document.getElementById("score");↵
253.             if (isCorrect) {↵
254.                 console.log("In if to update score");↵
255.                 scoreElem.value =
parseInt(scoreElem.value) + 1;↵
256.                 count = count + 1;↵
257.             }↵
258.             ↵
259.             // append the result to the PlayersData array↵
260.             var playerData = {↵
261.                 originalChars: randomString,↵
262.                 answer: answer,↵
263.                 count: count,↵
264.                 isCorrect: isCorrect↵
265.             };↵
266.             PlayersData.push(playerData);↵
267.             console.log(playerData);↵
268.             console.log(PlayersData);↵
269.             ↵
270.             // disable the answer input and Accept button,
and enable the Next button↵
271.             document.getElementById("answer-input").disabled
= true;↵
272.             document.getElementById("accept-btn").disabled =
true;↵
273.             document.getElementById("next-btn").disabled =
false;↵
274.             ↵
275.             showAll();↵
276.         }↵
277.         ↵
278.         // Get the form element↵
279.         var form = document.querySelector('.login-email');↵
280.         ↵
281.         // Add an event listener for the form submission↵
282.         form.addEventListener('submit', function (event) {↵
283.             // Prevent the default form submission behavior↵
284.             event.preventDefault();↵
285.             ↵
286.             // Call the register function↵
287.             register();↵
288.         });↵
289.         ↵
290.         //showAll Function ↵
291.         function showAll(){↵
292.             var showAll =
document.getElementById('showallplayers');↵
293.             //clear Text Area↵

```

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294.         showAll.textContent = '';↵
295.         for(i=0; i<PlayersData.length; i++){↵
296.             showAll.textContent = `Name:
'$ {PlayersData[i].firstName + ' ' + PlayersData[i].lastName + ', ' + 'Age: ' +
PlayersData[0].age + ', '↵
297.             + ' Answer: ' + PlayersData[i+1].originalChars +
', ' + ' Guessed Answer: ' + PlayersData[i+1].answer + ', ' + ' Was it correct: ' +
PlayersData[i+1].isCorrect}`;↵
298.         }↵
299.     }↵
300.     let currentDate = new Date();↵
301.     ↵
302.     function findPercentageScore() {↵
303.         let percentageScore = (count / quest) * 100;↵
304.         let displayText = `${PlayersData[0].firstName +
' ' + PlayersData[0].lastName}\n`;↵
305.         displayText += `Date: ${currentDate}\n`;↵
306.         displayText += `Total Questions: ${quest}\n`;↵
307.         displayText += `Correct Answers: ${count}\n`;↵
308.         displayText += `Percentage Score:
${percentageScore.toFixed(2)}%\n`;↵
309.         document.getElementById('showpercentage').value
= displayText;↵
310.         ↵
311.         //clearform ↵
312.         clearForm();↵
313.         ↵
314.         //enable fields↵
315.         document.getElementById("fname").disabled = false;↵
316.         document.getElementById("lname").disabled = false;↵
317.         document.getElementById("email").disabled = false;↵
318.         document.getElementById("dob").disabled = false;↵
319.         document.getElementById("gender").disabled = false;↵
320.         ↵
321.         //disable playarea↵
322.         var playArea = document.getElementById("play-area");↵
323.         playArea.style.display = 'none';↵
324.         console.log("disable play area");↵
325.         ↵
326.         ↵
327.         // reset play area ↵
328.         resetPlayArea();↵
329.         console.log("reset play area");↵
330.         ↵
331.         //disable buttons except register↵
332.         document.querySelector("#register-btn").disabled =
false;↵
333.         document.querySelector("#end-btn").disabled = true;↵
334.         document.querySelector("#start-btn").disabled = true;↵
335.         ↵
336.         //reset values↵
337.         count = 0;↵
338.         quest = 0;↵
339.         ↵
340.         document.getElementById("fname").focus;↵
341.         console.log("focus on name feild");↵
342.     }↵
343.     ↵
344.     function clearForm() {↵
345.         document.getElementById("form").reset(); // reset the
form to clear any error messages↵
346.         document.getElementById("fname").value = ""; // set the
value of each input element to an empty string↵
347.         document.getElementById("lname").value = "";↵
348.         document.getElementById("email").value = "";↵
349.         document.getElementById("dob").value = "";↵

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350.         document.getElementById("age").value = "";↵
351.         document.getElementById("gender").selectedIndex = 0; //
reset the dropdown to the default option↵
352.     }↵
353.     ↵
354.     function resetPlayArea() {↵
355.         document.getElementById("score").value = 0;↵
356.         document.getElementById("random").value = "";↵
357.         document.getElementById("answer-input").value = "";↵
358.         document.getElementById("chars").textContent = "";↵
359.     }↵
360.     ↵
361.     function showfreq() {↵
362.         let total = PlayersData.length;↵
363.         let males = 0;↵
364.         let females = 0;↵
365.         let less50 = 0;↵
366.         let fiftyTo59 = 0;↵
367.         let sixtyTo69 = 0;↵
368.         let seventyTo79 = 0;↵
369.         let eightyTo89 = 0;↵
370.         let ninetyTo99 = 0;↵
371.         let hundred = 0;↵
372.         ↵
373.         ↵
374.         let showChart = document.getElementById("showcharts");↵
375.         // Loop through the total number of players↵
376.         for (let i = 0; i < total; i++) {↵
377.             showChart.style.display = "block";↵
378.             // Check the gender of each player↵
379.             if (PlayersData[i].gender === "male") {↵
380.                 males = males+1;↵
381.             } else if (PlayersData[i].gender === "female")
{↵
382.                 females = females+1;↵
383.             }↵
384.             // Get the Percentage score for each plaer↵
385.             let percentageScore = (PlayersData[i].count/
PlayersData[i].quest) * 100;↵
386.             ↵
387.             if (percentageScore < 50) {↵
388.                 less50++;↵
389.             } else if (percentageScore >= 50 &&
percentageScore <= 59) {↵
390.                 fiftyTo59++;↵
391.             } else if (percentageScore >= 60 &&
percentageScore <= 69) {↵
392.                 sixtyTo69++;↵
393.             } else if (percentageScore >= 70 &&
percentageScore <= 79) {↵
394.                 seventyTo79++;↵
395.             } else if (percentageScore >= 80 &&
percentageScore <= 89) {↵
396.                 eightyTo89++;↵
397.             } else if (percentageScore >= 90 &&
percentageScore <= 99) {↵
398.                 ninetyTo99++;↵
399.             } else if (percentageScore === 100) {↵
400.                 hundred++;↵
401.             }↵
402.         }↵
403.         // Create bar charts by stretching images in tables↵
404.         let genderChart = "<table><tr>
<th>Gender&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;</th><th>Percentage</th><th>Chart</th></tr>";↵
405.         genderChart += `<tr><td>Male</td><td>${((males / total)
* 100).toFixed(1)}%</td><td><img src="bar.jpg" width="${((males / total) *

```



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100).toFixed(1)}}" style="height: 50px;"></td></tr>`;↵
406.         genderChart += `<tr><td>Female</td><td>$${((females /
total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
407.     genderChart += "</table>";↵
408.     ↵
409.     let scoreChart = "<table><tr><th>Percentage
Score&nbsp;&nbsp;&nbsp;&nbsp;</th><th>Percentage</th><th>Chart</th></tr>";↵
410.     scoreChart += `<tr><td><50</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((less50 / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
411.     scoreChart += `<tr><td>50-59</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((fiftyTo59 / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
412.     scoreChart += `<tr><td>60-69</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((sixtyTo69 / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
413.     scoreChart += `<tr><td>70-79</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((seventyTo79 / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
414.     scoreChart += `<tr><td>80-89</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((eightyTo89 / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
415.     scoreChart += `<tr><td>90-99</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((ninetyTo99 / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
416.     scoreChart += `<tr><td>100</td>
<td>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;$${((hundred / total) * 100).toFixed(1)}%</td><td></td></tr>`;↵
417.     scoreChart += "</table>";↵
418.     ↵
419.     //combine all charts and display in the showcharts div↵
420.     showChart.innerHTML = genderChart + scoreChart;↵
421.     ↵
422. }↵
423. setInterval(showfreq, 5000); //refresh chart every 5 seconds↵
424. </script>↵
425. </body>↵
426. </html>
```

Used the HTML parser.

Total execution time 23 milliseconds.