CADT IDT

W1 *PRACTICE*

QUIZ APP

Learning objectives

- ✓ Understand **separation of concerns**
  - Data (quiz, answers, score)
  - View (DOM rendering)

- ✓ **State management** using JS variables
- ✓ **Navigation** using URL or JS variables
- ✓ **CRUD logic** (Create / Read / Update)

⚠ *Important*

- ✓ The **reflection part** will be done in **teams of 2** (*designing*) and 4 (*sharing*)
- ✓ The **coding part** needs to be submitted **individually**

How to submit?

- ✓ **Push** your final code on **your GitHub repository**
- ✓ Then **attach the GitHub path** to the MS Team assignment and **turn it in**

THE QUIZ APP

During this practice you will implement a **QUIZ APP**, following the bellow requirements:

Quiz Player

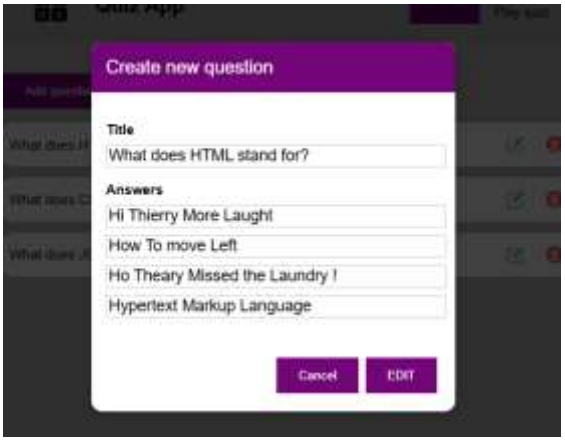
- Start a quiz
- Answer multiple questions
- Navigate through questions
- See the final score at the end

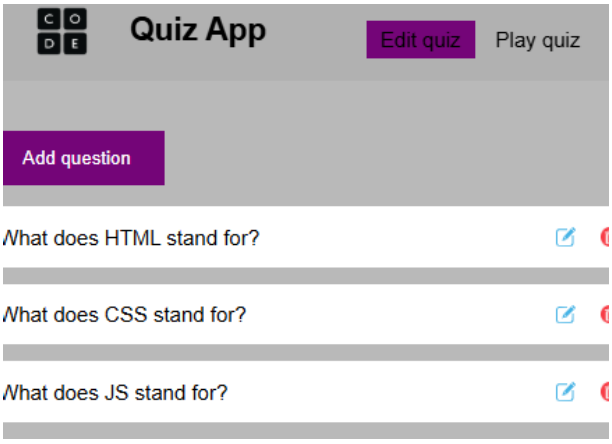
Quiz Editor

- View all quiz questions
- Edit existing questions
- Add new questions
- (Optional) Delete questions

Navigation

- Switch between views





STEP-1 – Let's start

⚠ The starter code is provided; **you need to complete it.**

The HTML is composed of 3 views: start, quiz, score.
We want to **dynamically display only 1 view**

```html
<body>
  <div id="start">Start Quiz!</div>

  <div id="quiz" style="display: none">
    <p id="question"></p>
    <div id="choices">
      <div class="choice" id="A" onclick="checkAnswer('A')">AAAA</div>
      <div class="choice" id="B" onclick="checkAnswer('B')">BBBB</div>
      <div class="choice" id="C" onclick="checkAnswer('C')">CCCC</div>
      <div class="choice" id="D" onclick="checkAnswer('C')">DD</div>
    </div>
  </div>

  <div id="score" style="display: none"></div>
</body>
</html>
```

- ✓ Complete the show and hide functions

```
const dom_start = document.querySelector("#start");
const dom_quiz = document.querySelector("#quiz");
const dom_score = document.querySelector("#scoreContainer");

function hide(element) {
  // TODO
}


function show(element) {
  // TODO
}

// TEST (display the quiz view)
show(dom_quiz);
hide(dom_start);
hide(dom_score);
```

- ✓ Make sure you can dynamically display 1 view

*STEP -2 – The **player** view*

Implement the JS code to comply with the player requirements:

- ✓ The game shall **start on the start view**
- ✓ When clicking on start quiz, **the quiz view** is displayed
- ✓ When player clicks on any answer button, the **next question** shall be displayed
- ✓ When the last question is finished **the score view is** displayed with the score

SCORE	EMOIJ
<20	
Between 20 and 40	
Between 40 and 60	
Between 60 and 80	
>80	

💡 You can use the b**ellow variables** to handle your data:

```
let questions = [..]                // all questions
let runningQuestionIndex = 0;       // index of the current question
let score = 0;                      // current score
```

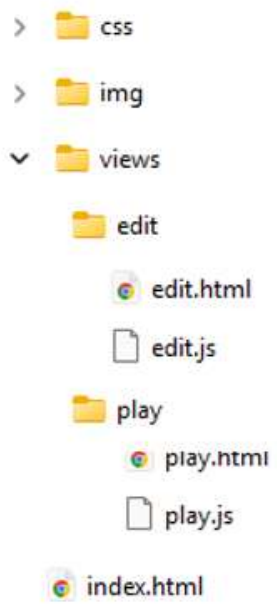
💡 You can d**ivide your code using the bellow functions**:

Function	Description
onStarted	Display the quiz view, render the current question
renderQuestion(questionIndex)	Render a question on the quiz view
onPlayerSubmit(answerId)	Update the score, display the next question or the score view
renderSCore	Display the score Display an emoji related to the score value

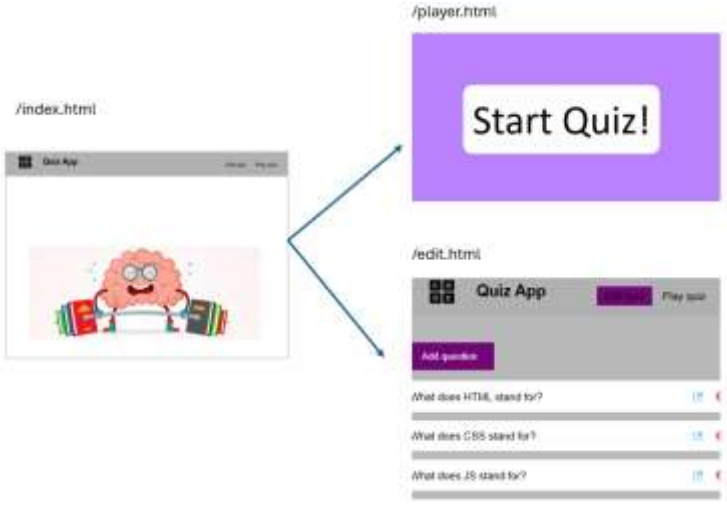
*STEP -3 – The **menu** and **separated view***

Now we need to separate the app html and js into different modules, to handle the new features easily:

- ✓ Refactor the **project structure** as follows



- ✓ Add the navigation bar to navigate between the 2 menu items



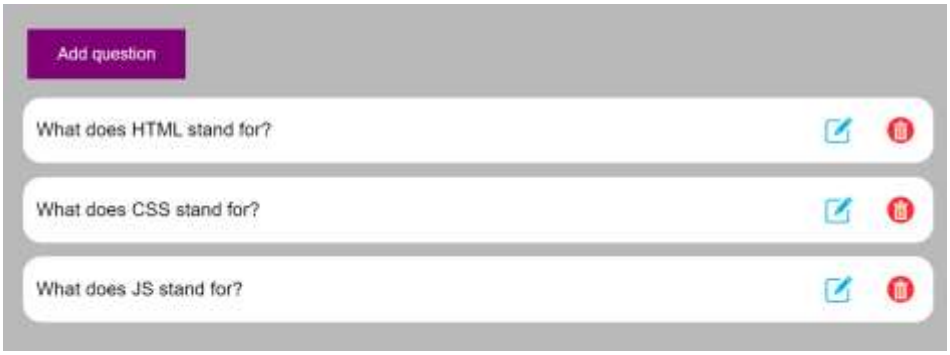
Don't forget to include the menu in the 2 sub views, and to display the selected menu item

💡 Use the CSS class active to style the active menu item

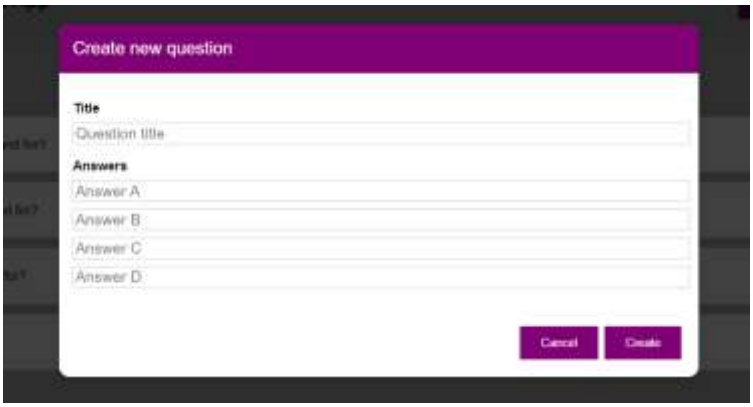
*STEP -4 – The **edition** view*

Implement the JS code to comply with the edition requirements:

- ✓ The edition view shows all questions, and allows them to add or edit them

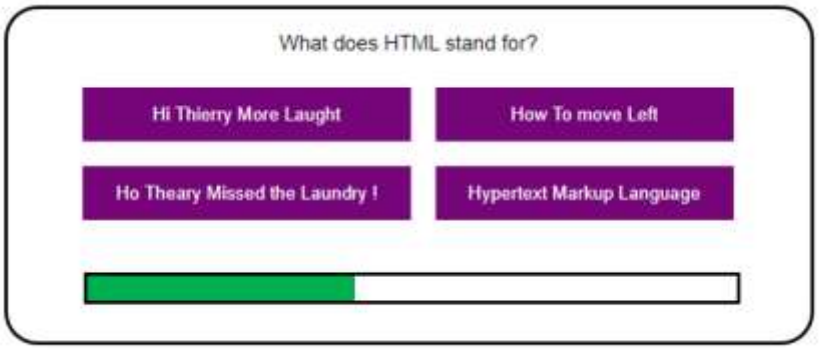


- ✓ When clicking on edit or add, a dialog is displayed to edit the question



BONUS

- ✓ Add a **progress bar** on the PLAY view to see the progress in the quiz



- ✓ On the DIALOG, add a way to select the GOOD answer