Homework 2

1. Advanced JS:
   1. Build a function constuctor called Question to describe qusetion. A questio should include:
      1. Question inself
      2. The answer from which player can choose the correct one ( use adequate data structure here, array, object, etc.)
      3. Correct answer (for example number)
   2. Create a couple of questions usin the constructor
   3. Store them all inside an array
   4. Select one randon question and log it on the console, together with the possible answers (each question should have a number) (Hint: write a method for the Question objects for this task)
   5. Use the ‘prompt’ function to ask the user for the correct answer. The user should input the number of the correct answer such as you displayed in Task d
   6. Check if the answer is correct and print to the console whether the answer is correct or not (for example using another method for this)
   7. Suppose this code would be a plugin for other programmers to use in their code. So make suer that all your code is private and does not interfere the other programmers code
   8. After you display the result, display the next random question, so that the game never ends (Hint: write a function for this and call it right after displaying the result)
   9. Be careful: after Task h, the game lirerally never ends. So include the option to quit the game if the user ‘exit’ instead of answer. In this case, DON’T call the function from Task 8
   10. Track the users score to make the game more fun. So each time an answer is correct, add 1 point to the score(Hint: use power of closures for this for example, but you don’t need)
   11. Display the score int the console. Use another method for this.