

Coding 101 Exercise Instructions

To build the Jeopardy game, you are going to be writing a couple of functions in the empty `exercise.js` file.

More information is provided below regarding the functions you must write, and the documentation regarding some of the helper functions you can use.

Trivia Game Show			Score 0
Rebellions: Shays' & Whiskey	Musical Heart Conditions	Authors & Their Sleuths	
100	100	100	
200	200	200	
300	300	300	
400	400	400	
500	500	500	

Helper Functions

Function Name: `fetchCategories`

Input(s): It only takes a single integer parameter, that specifies the amount of categories you want to request for.

Output(s): An array containing your requested amount of categories.

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Exercise Instructions

Here is the specification of the functions you will be required to write in the `exercise.js` file to create the game.

Function Name: `getQuestions`

Input(s): It only takes a single parameter. This parameter is an array of categories.

Output(s): An array containing questions for all categories in the input array.

- The function should iterate over all categories in the array provided in the parameter, and it should use the `fetchQuestions` helper function to ask for the questions for each category.
- These questions should be stored in an array, which is returned by the function.

Function Name: `addCategoriesToGame`

Input(s): This function takes no input parameters.

Output(s): This function doesn't return anything.

- The function should firstly get your desired number of categories using the `fetchCategories` helper function.
- Thereafter, use your custom function `getQuestions` to request for questions for your categories.
- After doing this, finally call the `addToGame` to add all your data to the game.