

This is the ORIGINAL code of the source referenced in the README

The reference I made in the README quotes as follows:
I used a guide to create a quiz app written by Faraz
LINK included in the README for the reference "by Faraz"

<https://www.codewithfaraz.com/content/161/build-a-quiz-application-with-html-css-and-javascript-step-by-step-guide#javascript-code>

Below, this code is mentioned as "referenced/training code" or "learning code" or "learning example" or "learning exmple/code" in with red color

The markup in the source referenced as follows:

```
<div class="container">
<h1>Quiz App</h1>
<div id="quiz"></div>

    My referenced/training code does not have a counter for correct/wrong count

<div id="result" class="result"></div>
<button id="submit" class="button">Submit</button>

    My referenced/training code does not have a nextQuestion button
<button id="retry" class="button hide">Retry</button>
<button id="showAnswer" class="button hide">Show Answer</button>
</div>

    My referenced/training code does not have audio effects for clicked answers
    My referenced/training code does not have audio effects for clicked answers
```

My code is as follows:

```
<div class="container">

    <div id="trivia"></div>
    <div id="answerStatistics">
      <div class="correct-answers-count">
        Correct Answers: <span id="correctCount">0</span>
      </div>
      <div class="wrong-answers-count">
        Wrong Answers: <span id="wrongCount">0</span>
      </div>
    </div>
    <div id="outcome" class="outcome"></div>
    <button id="submitAction" class="button">Submit</button>
    <button id="nextQuestion" class="button hide">Next Question</button>
    <button id="tryAgain" class="button hide">Retry</button>
    <button id="displayAnswers" class="button hide">Show Answers</button>

    <audio id="applauseSound" src="assets/audio/small-applause.mp3" preload="auto"></audio>
    <audio id="buzzerSound" src="assets/audio/buzzer-or-wrong-answer.mp3" preload="auto"></audio>
  </div>
```

Check that my code is NOT identical and customised vis-à-vis learning material. Explanation HOW my code is different from learning material. Verify that code IS IN FACT different

- OK

use of different ID
- OK

learning/referenced code does not have this functionality
- OK

use of different ID
- OK

use of different ID
- OK

learning/referenced code does not have this functionality
- OK

learning/referenced code does not have this functionality
- OK

learning/referenced code does not have this functionality
- OK

learning/referenced code does not have this functionality

ORIGINAL/REFERENCED CODE

```
const quizContainer = document.getElementById('quiz');
const resultContainer = document.getElementById('result');
const submitButton = document.getElementById('submit');
const retryButton = document.getElementById('retry');
const showAnswerButton = document.getElementById('showAnswer');
```

learning example does not have an import of questions from separate file
learning example does not have restart of quiz with click on logo
no such code or functionality exists in the learning code

```
let currentQuestion = 0;
let score = 0;
let incorrectAnswers = [];
```

learning example does not have this global variable

```
function shuffleArray(array) {
  for (let i = array.length - 1; i > 0; i--) {
    const j = Math.floor(Math.random() * (i + 1));
    [array[i], array[j]] = [array[j], array[i]];
  }
}
```

No setup of eventlisteners or initialization with
DOMContentLoaded in training material

MY CODE

```
const quizWrapper = document.getElementById('trivia');
const resultDisplay = document.getElementById('outcome');
const actionButton = document.getElementById('submitAction');
const restartButton = document.getElementById('tryAgain');
const showSolutionButton = document.getElementById('displayAnswers');
```

```
import quizData from './questions.js';
const logo = document.getElementById("logo");
logo.addEventListener('click', retakeQuiz);
```

```
let unansweredQuestion = 0;
let points = 0;
let wrongAnswers = [];
let selectedQuestions = [];
```

```
function randomQuestionPick(triviaarray) {
  for (let i = triviaarray.length - 1; i > 0; i--) {
    const j = Math.floor(Math.random() * (i + 1));
    [triviaarray[i], triviaarray[j]] = [triviaarray[j], triviaarray[i]];
  }
  return triviaarray;
}
```

```
document.addEventListener("DOMContentLoaded", function () {
  const startQuizBtn = document.getElementById('startQuizBtn');
  const instructionsDiv = document.getElementById('instructions');
  const quizWrapper = document.querySelector('.container');
  const submitActionBtn = document.getElementById('submitAction');
  const nextQuestionBtn = document.getElementById('nextQuestion');
  const restartButton = document.getElementById('tryAgain');
  const showSolutionButton = document.getElementById('displayAnswers');
```

```
const applauseSound = document.getElementById('applauseSound');
const buzzerSound = document.getElementById('buzzerSound');
```

```
// Here, I set the "start" of the audio to zero so that audio always starts from the "beginning"
applauseSound.currentTime = 0;
buzzerSound.currentTime = 0;
```

```
startQuizBtn.addEventListener('click', function () {
  startQuizBtn.style.display = 'none';
  instructionsDiv.style.display = 'none';
  quizWrapper.style.display = 'block';
  startGame();
});
```

```
submitActionBtn.addEventListener('click', validateAnswer);
nextQuestionBtn.addEventListener('click', function() {
  showQuestion();
  actionButton.style.display = 'inline-block';
  nextQuestionBtn.style.display = 'none';
});
```

```
restartButton.addEventListener('click', retakeQuiz);
showSolutionButton.addEventListener('click', showSolution);
```

```
restartButton.style.display = 'none';
showSolutionButton.style.display = 'none';
submitActionBtn.style.display = 'inline-block';
nextQuestionBtn.style.display = 'none';
```

```
const logo = document.getElementById("logo");
logo.addEventListener('click', retakeQuiz);
});
```

Check the my code is different from learning code

OK Variable name is different, ID from markup different
OK Variable name is different, ID from markup different
OK Variable name is different, ID from markup different
OK Variable name is different, ID from markup different
OK Variable name is different, ID from markup different

OK Functionality not in referenced code guide
OK Functionality not in referenced code guide
OK Different function name for retake of Quiz

OK Different variable name
OK Different variable name
OK Different variable name
OK Not existent in learning code in the first place

OK Different function name and different parameter
OK different parameter
OK different parameter
OK different parameter
OK I am not a sufficient mathematician to change the
mathematical logic of this function

OK My code by definition different as there is NO
DOMContentLoaded in the training material

ORIGINAL/REFERENCED CODE

No startGame() in learning material / this functionality is in the displayQuestion() in the learning code

```
function displayQuestion() {
  const questionData = quizData[currentQuestion];

  const questionElement = document.createElement('div');
  questionElement.className = 'question';

  questionElement.innerHTML = questionData.question;

  const optionsElement = document.createElement('div');
  optionsElement.className = 'options';

  const shuffledOptions = [...questionData.options];
  shuffleArray(shuffledOptions);

  for (let i = 0; i < shuffledOptions.length; i++) {
    const option = document.createElement('label');
    option.className = 'option';

    const radio = document.createElement('input');
    radio.type = 'radio';
    radio.name = 'quiz';
    radio.value = shuffledOptions[i];

    const optionText = document.createTextNode(shuffledOptions[i]);

    option.appendChild(radio);
    option.appendChild(optionText);
    optionsElement.appendChild(option);
  }

  quizContainer.innerHTML = "";
  quizContainer.appendChild(questionElement);
  quizContainer.appendChild(optionsElement);
}
```

learning example/code does not have this functionality

learning example/code does not have this functionality

learning example/code does not have this functionality

learning example/code does not have this functionality

learning example/code does not have this functionality
learning example/code does not have this functionality
learning example/code does not have this functionality
learning example/code does not have this functionality

MY CODE

```
function startGame() {  
  selectedQuestions = randomQuestionPick(quizData).slice(0, 10);  
  
  unansweredQuestion = 0;  
  points = 0;  
  wrongAnswers = [];  
  correctAnswers = [];  
  showQuestion();  
}
```

```
function showQuestion() {
  if (unansweredQuestion < selectedQuestions.length) {
    const questionData = selectedQuestions[unansweredQuestion];

    const divForEachQuestion = document.createElement('div');
    divForEachQuestion.className = 'question';

    divForEachQuestion.innerHTML = `<p class="question-counter">Question: ${unansweredQuestion +
1}/${selectedQuestions.length}</p>${questionData.question}`;

    const divForAnswerOptions = document.createElement('div');
    divForAnswerOptions.className = 'options';

    for (let i = 0; i < questionData.choices.length; i++) {
      const answerChoice = document.createElement('label');
      answerChoice.className = 'option';
      answerChoice.id = 'choice-' + i;

      const userChoice = document.createElement('input');
      userChoice.type = 'radio';
      userChoice.name = 'quiz';
      userChoice.value = questionData.choices[i];

      const optionText = document.createTextNode(questionData.choices[i]);

      answerChoice.appendChild(userChoice);
      answerChoice.appendChild(optionText);
      divForAnswerOptions.appendChild(answerChoice);
    }

    quizWrapper.innerHTML = "";
    quizWrapper.appendChild(divForEachQuestion);
    quizWrapper.appendChild(divForAnswerOptions);

    actionButton.classList.remove('hide');
    document.getElementById('nextQuestion').classList.add('hide');
  } else {
    displayResult();
  }
}
```

Check the my code is different from learning code

OK	function does not exist in learning code
OK	different function name for variable storage
OK	Different variable name
OK	Different variable name
OK	Different variable name
OK	Different variable name
OK	different function name for the display of questions

OK Different function name

OK	Different variable name
OK	Different variable name

OK different value assigned with different variable name

OK	Different variable name
OK	Different variable name

OK	Different variable name
OK	Different variable name

OK	Different variable name
OK	Different variable name
OK	Different variable name
OK	Different variable name

OK	Refers to different Parameter
OK	different variable name
OK	different variable name
OK	different variable name

OK	different variable name
OK	different variable name
OK	different variable name

OK	learning code does not have this functionality
OK	learning code does not have this functionality
OK	learning code does not have this functionality
OK	learning code does not have this functionality

ORIGINAL/REFERENCED CODE

```
function checkAnswer() {
  const selectedOption = document.querySelector('input[name="quiz"]:checked');
  if (selectedOption) {
    const answer = selectedOption.value;

    if (answer === quizData[currentQuestion].answer) {
      score++;

    } else {
      incorrectAnswers.push({
        question: quizData[currentQuestion].question,
        incorrectAnswer: answer,
        correctAnswer: quizData[currentQuestion].answer,
      });
    }

    currentQuestion++;
    selectedOption.checked = false;

    if (currentQuestion < quizData.length) {
      displayQuestion();
    } else {
      displayResult();
    }
  }
}
```

MY CODE

```
function validateAnswer() {
  const clickedAnswer = document.querySelector('input[name="quiz"]:checked');
  if (clickedAnswer) {
    const answer = clickedAnswer.value;

    const correctAnswerIndex = selectedQuestions[unansweredQuestion].correctAnswer;
    const correctAnswerText = selectedQuestions[unansweredQuestion].choices[correctAnswerIndex];

    if (answer === correctAnswerText) {
      points++;
      clickedAnswer.parentNode.classList.add('correct');
      applauseSound.play();
    } else {
      clickedAnswer.parentNode.classList.add('wrong');
      document.getElementById('choice-' + correctAnswerIndex).classList.add('correct');
      buzzerSound.play();
    }

    wrongAnswers.push({
      question: selectedQuestions[unansweredQuestion].question,
      userAnswer: answer,
      correctAnswer: correctAnswerText,
      isCorrect: answer === correctAnswerText
    });

    unansweredQuestion++;
    document.querySelectorAll('input[name="quiz"]').forEach(input => input.disabled = true);

    if (unansweredQuestion >= selectedQuestions.length) {
      showEntireTriviaOutcome();
      document.getElementById('nextQuestion').classList.add('hide');
      actionButton.style.display = 'none';
    } else {
      document.getElementById('nextQuestion').style.display = 'inline-block';
      actionButton.style.display = 'none';
    }
    calculateAnswerStatistics();
  }
}
```

Check the my code is different from learning code

- OK

different function name
- OK

different name for local scope variable
- OK

keep meaningful local scope variable name
- OK

my code stores correct answer for the running question
- OK

different from learning code
- OK

different global variable for user achievements
- OK

learning code has no immediate feedback
- OK

learning code has no audio elements
- OK

learning code has no immediate feedback
- OK

different function name to show the results to users
- OK

learning code does not have a NextQuestion button
- OK

learning code does not have this functionality
- OK

training code has no swith between "Submit"/"NextQ"
- OK

training code has no swith between "Submit"/"NextQ"
- OK

training code has no tracking of correct/wrong

ORIGINAL/REFERENCED CODE

```
function displayResult() {  
  
    quizContainer.style.display = 'none';  
    submitButton.style.display = 'none';  
    retryButton.style.display = 'inline-block';  
    showAnswerButton.style.display = 'inline-block';  
}
```

learning code does not distinguish between correct/wrong answers

Consequently, my code can only be different from the learning code I used to structure the project logic

```
resultContainer.innerHTML = `You scored ${score} out of ${quizData.length}`;
```

learning code does not distinguish between correct/wrong answers
in display of answers at end of trivia

MY CODE

```
function showSolution() {
  quizWrapper.style.display = 'none';
  actionButton.style.display = 'none';
  restartButton.style.display = 'inline-block';
  showSolutionButton.style.display = 'none';

  let correctAnswersHtml = '<div class="correct-answers"><p class="results correct-heading">Correct Answers:</p>';
  let wrongAnswersHtml = '<div class="wrong-answers"><p class="results wrong-heading">Wrong Answers:</p>';

  for (let i = 0; i < wrongAnswers.length; i++) {
    const answerData = wrongAnswers[i];
    const questionHtml = `
    <p class="${answerData.isCorrect ? 'correct-answer' : 'wrong-answer'}">
      <strong>Question:</strong> ${answerData.question}<br>
      <strong>Your Answer:</strong> ${answerData.userAnswer}<br>
      <strong class="correct-answer">Correct Answer:</strong> ${answerData.correctAnswer}
    </p>
    `;

    if (answerData.isCorrect) {
      correctAnswersHtml += questionHtml;
    } else {
      wrongAnswersHtml += questionHtml;
    }
  }

  correctAnswersHtml += '</div>';
  wrongAnswersHtml += '</div>';

  resultDisplay.innerHTML = `
  ${correctAnswersHtml}
  ${wrongAnswersHtml}
  `;

  resultDisplay.classList.add('resultDisplay-container');
}
```

Check the my code is different from learning code

OK	Different function name
OK	different const name for trivia container
OK	different const name for user action button
OK	different const name for user to restart trivia
OK	different const name for user to see solutions

OK learning code does not have right/wrong functionality (hence: no div to collect correct answers in learning code)

OK No div to collect wrong answers in learning code

OK learning code does not have right/wrong functionality

OK Create HTML for each answer does not exist in learning code.

OK Create HTML for each answer does not exist in learning code.

OK Create HTML for each answer does not exist in learning code.

OK	Pick of correct/wrong answers does not exist in learning code Because the functionality to show the correct/wrong answers does not exist in the learning, code this code is in addition to the
OK	learning code. The word "this" is here referred to be understood

OK Learning code does not have this functionality of split between correct/wrong answers. Therefore, my code is, by definition, from the learning code I used to code the project

ORIGINAL/REFERENCED CODE

```
function retryQuiz() {
  currentQuestion = 0;
  score = 0;
  incorrectAnswers = [];

  learning code does not have randomized pick of questions from array

  resultContainer.innerHTML = "";

  retryButton.style.display = 'none';
  showAnswerButton.style.display = 'none';

  submitButton.style.display = 'inline-block';

  quizContainer.style.display = 'block';

  displayQuestion();
}
```

MY CODE

```
function retakeQuiz() {
  unansweredQuestion = 0;
  points = 0;
  wrongAnswers = [];

  selectedQuestions = randomQuestionPick([...quizData]).slice(0, 3);

  resultDisplay.innerHTML = "";

  restartButton.style.display = 'none';
  showSolutionButton.style.display = 'none';

  actionButton.style.display = 'inline-block';

  quizWrapper.style.display = 'block';

  showQuestion();
}
```

Check the my code is different from learning code

- OK different function name used
- OK different name for global variable already
- OK different name for global variable already
- OK different name for global variable already
- OK Functionality of random choice not in learning code
- OK Different const for my different ID already
- OK Different const for my different ID already
- OK Different const for my different ID already
- OK Different const for my different ID already
- OK Different const for my different ID already
- OK Different function name to show starting question

ORIGINAL/REFERENCED CODE

```
function showAnswer() {

  quizContainer.style.display = 'none';
  submitButton.style.display = 'none';
  retryButton.style.display = 'inline-block';
  showAnswerButton.style.display = 'none';

  let incorrectAnswersHtml = '';

  for (let i = 0; i < incorrectAnswers.length; i++) {
    incorrectAnswersHtml += `
    <p>
      <strong>Question:</strong> ${incorrectAnswers[i].question}<br>
      <strong>Your Answer:</strong> ${incorrectAnswers[i].incorrectAnswer}<br>
      <strong>Correct Answer:</strong> ${incorrectAnswers[i].correctAnswer}
    </p>
    `;
  }

  resultContainer.innerHTML = `
  <p>You scored ${score} out of ${quizData.length}</p>
  <p>Incorrect Answers:</p>
  ${incorrectAnswersHtml}
  `;
}

submitButton.addEventListener('click', checkAnswer);
retryButton.addEventListener('click', retryQuiz);
showAnswerButton.addEventListener('click', showAnswer);

displayQuestion();
```

learning code does not have switch statement that runs
depedent on points/scores achieved / only shows scores achieved

MY CODE

```
function showSolution() {

  quizWrapper.style.display = 'none';
  actionButton.style.display = 'none';
  restartButton.style.display = 'inline-block';
  showSolutionButton.style.display = 'none';

  let correctAnswersHtml = '<div class="correct-answers"><p class="results correct-heading">Correct Answers:</p>';

  let wrongAnswersHtml = '<div class="wrong-answers"><p class="results wrong-heading">Wrong Answers:</p>';

  for (let i = 0; i < wrongAnswers.length; i++) {
    const answerData = wrongAnswers[i];
    const questionHtml = `
    <p class="${answerData.isCorrect ? 'correct-answer' : 'wrong-answer'}">
      <strong>Question:</strong> ${answerData.question}<br>
      <strong>Your Answer:</strong> ${answerData.userAnswer}<br>
      <strong class="correct-answer">Correct Answer:</strong> ${answerData.correctAnswer}
    </p>
    `;

    if (answerData.isCorrect) {
      correctAnswersHtml += questionHtml;
    } else {
      wrongAnswersHtml += questionHtml;
    }
  }

  correctAnswersHtml += '</div>';
  wrongAnswersHtml += '</div>';

  resultDisplay.innerHTML = `
  ${correctAnswersHtml}
  ${wrongAnswersHtml}
  `;

  resultDisplay.classList.add('resultDisplay-container');
}

function getResults(points) {
  switch (points) {
    case 10:
      return 'Seems you are a Javascript Wizard';
    case 8:
    case 9:
      return 'Nearing the gold medal';
    case 6:
    case 7:
      return 'Good knowledge but more is yet to come';
    default:
      return 'Try again to improve your points';
  }
}
```

Check the my code is different from learning code

- OK Different function name to show solution
- OK Different const for my different ID already
- OK Different const for my different ID already
- OK Different const for my different ID already
- OK Learning code does not differentiate between correct/incorrect in showSolution
- OK Learning code does not differentiate between correct/incorrect in showSolution
- OK Different array in my code with logic of wrong/correct
- OK My code allows to style correct/incorrect differently
- OK My code allows to style correct/incorrect differently
- OK Answer validation through DOMContentLoaded
- OK Retake runs through DOMContentLoaded
- OK DisplayAnswer runs through DOMContentLoaded
- OK Learning code does not have this function altogether