

```
1 //pictures
2 //https://www.jangreenbergsandrajordan.com/pages/books/painterseye/(paint pallet)
3 //https://commons.wikimedia.org/wiki/File:Mona_Lisa_(copy,_Hermitage).jpg(Mona Lisa)
4 //https://www.artble.com/artists/vincent_van_gogh/paintings/starry_night/more_information/analysis(starr
5 //https://en.wikipedia.org/wiki/The_Scream(the scream )
6 //http://modernart2011.blogspot.com/2011/03/two-fridas-1939.html(dos Frida painting)
7 //https://painting-planet.com/the-son-of-man-by-rene-magritte/(son of a man )
8 //https://schedule.wttw.com/episodes/245659/Bob-Ross-The-Happy-Painter(win image)
9 //https://en.wikipedia.org/wiki/The_Crying_Boy(lose image)
10
11
12
13
14
15
16
17
18 var score;
19 var mystery;
20 var correct;
21 var incorrect;
22 var mustGet;
23
24
25 startUp();
26
27
28 // starts up app on right page and sets base value that each ver is
29 function startUp(){
30     score = 0 ;
31
32     correct = 2 ;
33
34     incorrect = 1 ;
35
36     mystery = 0;
37
38     mustGet = promptNum("what goal do you want to set for yourself? How many points?");
39
40
41     setScreen("welcomeScreen");
42
43 }
44
45
46
47 // sets value of mystery so question is counted as wrong
48 function setMysteryWrong (){
49
50     mystery = randomNumber(2,4);
51
52 }
53
```

```
54
55
56 // parent function, contains if commands that check if mystery = constant, if not q is wrong, minus poin
57 function scoreUpdate (){
58     updateValue();
59     winloseCondition(mustGet);
60
61     if (mystery == 1 ) {
62
63         score = score + correct;
64
65         return score;
66     }
67
68     else if( (mystery != 1)){
69
70         score = score - incorrect;
71
72         return score;
73     }
74 }
75
76 //child 1
77
78 function updateValue() {
79
80     correct = correct + randomNumber(3,6);
81
82     incorrect = incorrect + randomNumber(3,6) ;
83
84 }
85
86 //child 2 and abstraction
87 function winloseCondition(value){
88
89     if(score >= value){
90         setText("winLabel","Congratulations, you met your goal at" +score+ "points");
91         hideElement("loseLabel");
92         hideElement("loseImage");
93         showElement("winLabel");
94         showElement("winImage");
95
96     }
97
98     else if ( score <= value){
99         setText("loseLabel","Oh no! You did not meet your goal at " +score+ "points");
100         hideElement("loseImage");
101         hideElement("winLabel");
102         hideElement("winImage");
103         showElement("loseLabel");
104         showElement("loseImage");
105
106     }
107
108 }
109
```

```
110
111 }
112
113
114
115
116
117 }
118
119
120
121 function showPointPossible(textsection1,textsection2){
122
123     setText(textsection1,correct);
124     setText(textsection2,incorrect);
125
126 }
127
128
129
130
131
132 function nextScreen(screenid,scoreNumberlabel){
133     setScreen(screenid);
134     setText(scoreNumberlabel, score);
135
136 }
137
138
139
140
141 onEvent("welcomeNext", "click", function( ) {
142     setScreen("directionsScreen");
143
144 });
145
146
147
148 onEvent("startQuiz", "click", function( ) {
149     nextScreen("q1Screen","scoreNumber");
150     showPointPossible("pointsGain","pointsLose");
151
152
153 });
154
155
156
157
158 onEvent("wrongButtonS1", "click", function() {
159     setMysteryWrong ();
160     scoreUpdate();
161     nextScreen("q2Screen","scoreNumber2");
162     showPointPossible("pointsGain2","pointslose2");
163
164
165
```

```
166 });
167 onEvent("wrongButtonS1-2", "click", function() {
168     setMysteryWrong ();
169     scoreUpdate();
170     nextScreen("q2Screen","scoreNumber2");
171     showPointPossible("pointsGain2","pointslose2");
172
173
174
175 });
176
177
178
179 onEvent("rightButtonS1", "click", function() {
180     mystery = 1;
181     scoreUpdate();
182     nextScreen("q2Screen","scoreNumber2");
183     showPointPossible("pointsGain2","pointslose2");
184 });
185
186
187 onEvent("rightButtonS2", "click", function() {
188     mystery =1;
189     scoreUpdate();
190     nextScreen("q3Screen","scoreNumber3");
191     showPointPossible("pointsGain3","pointsLose3");
192
193
194 });
195
196
197
198
199 onEvent("wrongButtonS2-1", "click", function() {
200     setMysteryWrong ();
201     scoreUpdate();
202     nextScreen("q3Screen","scoreNumber3");
203     showPointPossible("pointsGain3","pointsLose3");
204 });
205
206
207
208 onEvent("wrongButtonS2-2", "click", function() {
209     setMysteryWrong ();
210     scoreUpdate();
211     nextScreen("q3Screen","scoreNumber3");
212     showPointPossible("pointsGain3","pointsLose3");
213
214 });
215
216
217
218
219
220
221 onEvent("wrongButtonS3-1", "click", function() {
```

```
222     setMysteryWrong ();
223     scoreUpdate();
224     nextScreen("q4Screen", "scoreNumber4");
225     showPointPossible("pointsGain4", "pointsLose4");
226 });
227
228
229
230 onEvent("rightButtonS3", "click", function() {
231     mystery = 1;
232     scoreUpdate();
233     nextScreen("q4Screen", "scoreNumber4");
234     showPointPossible("pointsGain4", "pointsLose4");
235 });
236
237
238
239 onEvent("wrongButtonS4-1", "click", function() {
240     setMysteryWrong ();
241     scoreUpdate();
242     nextScreen("q5Screen", "scoreNumber5");
243     showPointPossible("pointsGain5", "pointsLose5");
244 });
245
246
247
248
249 onEvent("wrongButtonS4-2", "click", function() {
250     setMysteryWrong ();
251     scoreUpdate();
252     nextScreen("q5Screen", "scoreNumber5");
253     showPointPossible("pointsGain5", "pointsLose5");
254 });
255
256
257
258 onEvent("rightButtonS4", "click", function() {
259     mystery = 1;
260     scoreUpdate();
261     nextScreen("q5Screen", "scoreNumber5");
262     showPointPossible("pointsGain5", "pointsLose5");
263 });
264
265
266
267
268 onEvent("wrongButtonS5-1", "click", function() {
269     setMysteryWrong ();
270     scoreUpdate();
271     winloseCondition(mustGet);
272     setScreen("win/loseScreen");
273
274 });
275
276
277 onEvent("rightButtonS5", "click", function() {
```

```
278 | mystery = 1;
279 |     scoreUpdate();
280 |     winloseCondition(mustGet);
281 |     setScreen("win/loseScreen");
282 | });
283 |
284 |
285 |
286 | onEvent("wrongButtonS5-2", "click", function() {
287 |     setMysteryWrong ();
288 |     scoreUpdate();
289 |     winloseCondition(mustGet);
290 |     setScreen("win/loseScreen");
291 | });
292 | onEvent("restartButton", "click", function() {
293 |     setScreen("welcomeScreen");
294 |     startUp();
295 | });
```

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