var aQuestion = {

question: "0, what is 2 \* 5?",

A: "12",

B: "9",

C: "15",

D: "10",

correctAnswer: "D",

}

var bQuestion = {

question: "1, what is 7 - 8?",

A: "-2",

B: "1",

C: "-1",

D: "0",

correctAnswer: "C",

}

var cQuestion = {

question: "2, what is 16/8?",

A: "-2",

B: "2",

C: "-1",

D: "0",

correctAnswer: "B",

}

var dQuestion = {

question: "3, click button A",

A: "click here",

B: "not here",

C: "nor here",

D: "not this......<br>.......\n........",

correctAnswer: "A",

}

var eQuestion = {

question: "4, what is 16 % 5?",

A: "-2",

B: "1",

C: "-1",

D: "0",

correctAnswer: "B",

}

var sampleQuestions = [aQuestion, bQuestion, cQuestion, dQuestion, eQuestion]

var samplePlayer = {

playerScore: 0,

playerAnswers: [],

}

var questionTime = 5;

var showAnswerTime = 3000;

var myClock;

function Question(newQuestion, ans1, ans2, ans3, ans4, correctAns){

this.question = newQuestion;

this.A = ans1;

this.B = ans2;

this.C = ans3;

this.correctAnswer = correctAns;

this.D = ans4;

}

function isAnswerCorrect(currentQuestion, whichButtonClicked) {

if (whichButtonClicked == currentQuestion.correctAnswer) {

return true;

} else {

return false;

}

}

function displayQuestion(thisQuestion) {

$("#question").html(thisQuestion.question);

$("#answerA").html(thisQuestion.A);

$("#answerB").html(thisQuestion.B);

$("#answerC").html(thisQuestion.C);

$("#answerD").html(thisQuestion.D);

$("#correctAnswer").html(thisQuestion.correctAns);

}

function runCountDownTimer() {

var counting = 0;

var countingDown = setInterval( function() {

if ((questionTime - counting) >= 0) {

$("#timer").text(questionTime - counting);

counting++;

} else {

clearInterval(countingDown);

}

}, 1000)

return countingDown

}

function getAnswerClick() {

console.log("get answer")

$("#answer-1-btn").on("click", function() {

return "A";

});

$("#answer-2-btn").on("click", function() {

return "B";

});

$("#answer-3-btn").on("click", function() {

return "C";

});

$("#answer-4-btn").on("click", function() {

return "D";

});

}

function nextQExist(arrayOfQuestions, index) {

if (index < arrayOfQuestions.length-1) {

return true;

} else {

return false;

}

}

function evalUserChoice(anArrayOfQuestions, index, userChoice) {

rightAnswer = false;

console.log("act called")

switch(userChoice) {

case "quit-btn":

console.log("clicked quit")

clearInterval(timerCountDown);

clearTimeout(answerCountDown);

case "play":

console.log("clicked play")

//reset game

default:

if(isAnswerCorrect(anArrayOfQuestions[index], userChoice)) {

rightAnswer = true;

} else {

rightAnswer = false;

}

}

}

function actOnUserChoice(anArrayOfQuestions, index, userChoice) {

if (rightAnswer) {

console.log("clicked right answer")

//clear times

// adjust score

// start answer view timer

// call next question is there is one.

// else show game score

// show answer

// show success message

//

} else { // wrong answer

console.log("clicked wrong answer")

//clear times

// adjust score

// start answer view timer

// call next question is there is one.

// else show game score

// show answer

// show failure message

//

}

}

function sleep(miliseconds) {

var currentTime = new Date().getTime();

console.log("sleeping now")

while (currentTime + miliseconds >= new Date().getTime()) {

}

console.log("waking up")

}

function outOfTime(inputQuestion) {

answerWas = inputQuestion.correctAnswer;

$("#theAnswer").html("You made no choice.<br>The correct answer was "+answerWas+"<br>");

$("#theAnswer").append(inputQuestion[answerWas]);

}

function showCorrectAnswer(inputQuestion, questionId) {

answerWas = inputQuestion.correctAnswer;

$("#theAnswer").html("You chose "+questionId+".<br>You're right!<br>The correct answer was "+ answerWas+"<br>");

$("#theAnswer").append(inputQuestion[answerWas]);

}

function dimAnsButtons() {

$("#answer-1-btn").prop("disabled", true);

$("#answer-2-btn").prop("disabled", true);

$("#answer-3-btn").prop("disabled", true);

$("#answer-4-btn").prop("disabled", true);

}

function undimAnsButtons() {

$("#answer-1-btn").prop("disabled", false);

$("#answer-2-btn").prop("disabled", false);

$("#answer-3-btn").prop("disabled", false);

$("#answer-4-btn").prop("disabled", false);

}

function quit() {

console.log("quitting");

clearTimeout(myClock);

$("#theAnswer").html("<h2>Good Bye!</h2>")

//display score... play again

}

function doneGame() {

clearTimeout(myClock);

$("#theAnswer").html("<h1>Game Over!</h1>")

}

function resetAfterAnswer(thisArrayOfQuestions, index, player) {

if (index == thisArrayOfQuestions.length-1) {

doneGame();

} else {

var subClock = setTimeout( function() {

$("#theAnswer").html("Answer Will Display Here");

undimAnsButtons();

if (index < thisArrayOfQuestions.length-1) {

askQuestions(thisArrayOfQuestions, index+1, player);

}

}, showAnswerTime);

}

}

function youreRight(theQuestion, letter) {

var answerWasThis = theQuestion.correctAnswer;

$("#theAnswer").html("You chose "+letter+"<br>You're right!");

}

function youreWrong(theQuestion, letter) {

var answerShouldBe = theQuestion.correctAnswer;

$("#theAnswer").html("You chose "+letter+"<br>You're Wrong, Dude!<br>");

$("#theAnswer").append("<span style='color: red'>The right answer is "+answerShouldBe+"</span>");

}

function askQuestions(thisArrayOfQuestions, index, player) {

noAnswer = true;

myClock = setTimeout(function() {

if (index < thisArrayOfQuestions.length-1) {

outOfTime(thisArrayOfQuestions[index]);

resetAfterAnswer(thisArrayOfQuestions, index, player);

} else {

outOfTime(thisArrayOfQuestions[index]);

resetAfterAnswer(thisArrayOfQuestions, index, player);

}

}, 5000);

// display the question, a function call!

displayQuestion(thisArrayOfQuestions[index]);

$("#quit-btn").on("click", function () {

clearTimeout(myClock);

quit();

})

$("#play-btn").on("click", function() {

console.log("clicked play");

clearTimeout(myClock);

if (index < thisArrayOfQuestions.length-1) {

askQuestions(thisArrayOfQuestions, index+1, player);

} else {

doneGame();

}

});

$("#answer-1-btn").on("click", function() {

clearTimeout(myClock);

dimAnsButtons();

if (isAnswerCorrect(thisArrayOfQuestions[index], "A")) {

youreRight(thisArrayOfQuestions[index], "A");

} else {

youreWrong(thisArrayOfQuestions[index], "A")

};

resetAfterAnswer(thisArrayOfQuestions, index, player);

})

$("#answer-2-btn").on("click", function() {

console.log("clicked B");

clearTimeout(myClock);

dimAnsButtons();

if (isAnswerCorrect(thisArrayOfQuestions[index], "B")) {

youreRight(thisArrayOfQuestions[index], "B");

} else {

youreWrong(thisArrayOfQuestions[index], "B")

};

resetAfterAnswer(thisArrayOfQuestions, index, player);

})

$("#answer-3-btn").on("click", function() {

console.log("clicked C");

clearTimeout(myClock);

dimAnsButtons();

if (isAnswerCorrect(thisArrayOfQuestions[index], "C")) {

youreRight(thisArrayOfQuestions[index], "C");

} else {

youreWrong(thisArrayOfQuestions[index], "C")

};

resetAfterAnswer(thisArrayOfQuestions, index, player);

})

$("#answer-4-btn").on("click", function() {

console.log("clicked D");

clearTimeout(myClock);

dimAnsButtons();

if (isAnswerCorrect(thisArrayOfQuestions[index], "D")) {

youreRight(thisArrayOfQuestions[index], "D");

} else {

youreWrong(thisArrayOfQuestions[index], "D")

};

resetAfterAnswer(thisArrayOfQuestions, index, player);

})

}

function playGame(sampleQuestionArr, aPlayer) {

var i = 0;

// need to get a start button set up

askQuestions(sampleQuestionArr, i, aPlayer)

}