

```
1: /*jslint
2:  vars : true, browser : true
3: */
4: /*global
5:  prompt
6: */
7: var score = 0;
8: var outputDiv = document.getElementById("output");
9: var outString = ""; //HTML Code that we will build up
10: //And then display on HTML page
11: var N = 5;
12: var i; //Moving i here to make sure it passes linting
13:
14:
15: //Questions: using a loop for convenience
16: //Or you can copy and pasted the question code 5
17: //times
18: for (i = 1; i <= N; i = i + 1) {
19:     //Generate numbers and question text
20:     var num1 = Math.floor(Math.random() * 10) + 1;
21:     var num2 = Math.floor(Math.random() * 10) + 1;
22:     var questionText = num1.toString() + "+" + num2.toString() + "=";
23:     //Ask the user for input
24:     var userAnswer = prompt(questionText);
25:     //Add the string to the HTML output string
26:     var outString = outString + "<h2> Question " + i + "</h2>" + questionText + "<br>" +
27:     "Answer = " + (num1 + num2) + "<br>" + "Your answer " + userAnswer;
28:     if (Number(userAnswer) === (num1 + num2)) {
29:         outString = outString + " is Correct <br>";
30:         score = score + 1;
31:     } else {
32:         outString = outString + " is Wrong <br>";
33:     }
34: }
35:
36: outString = outString + "You total is " + score;
37: outputDiv.innerHTML = outString;
```