Logical Design
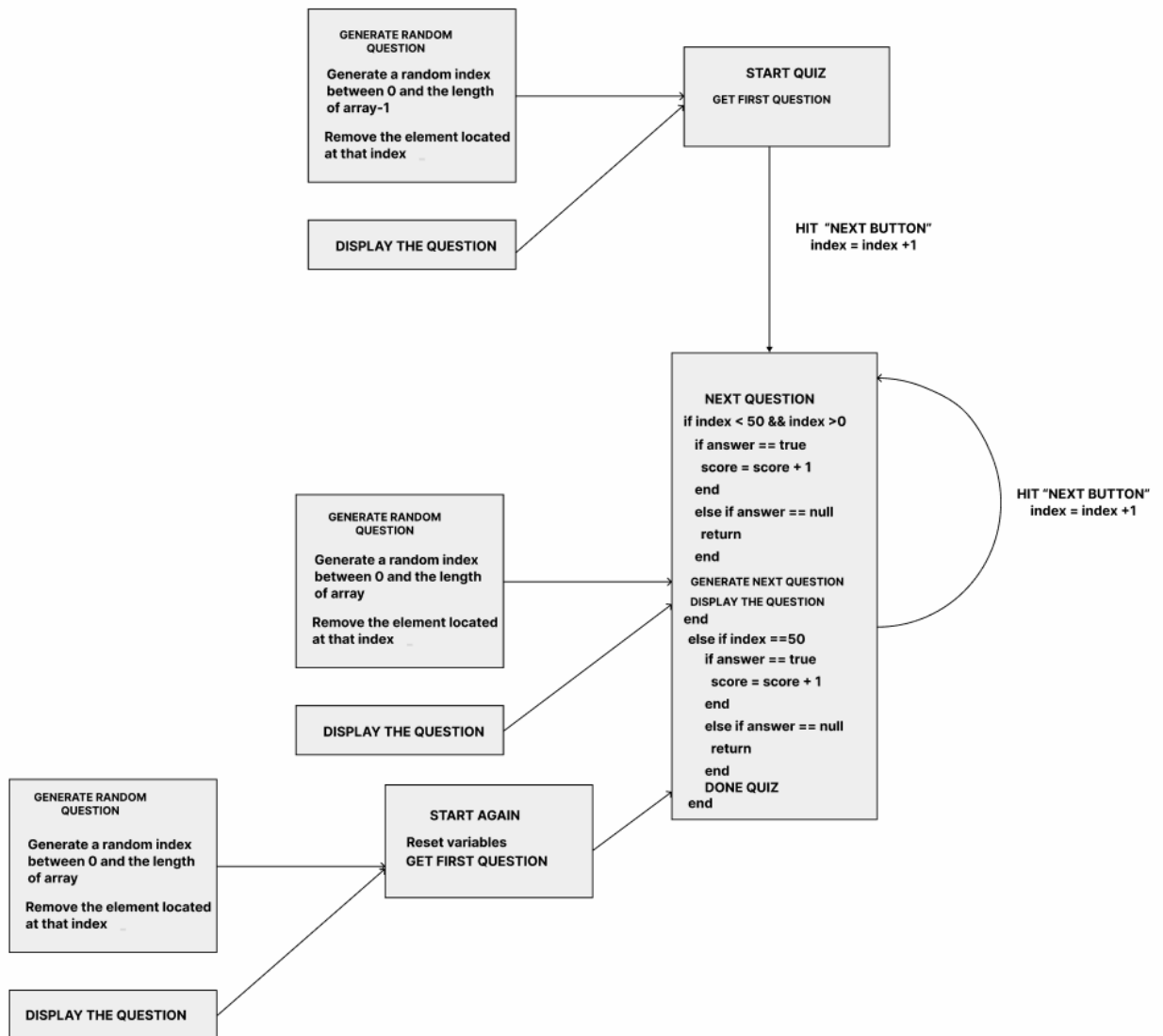
The arhhitecture of quiz application: index (HTML code), style (CSS code), main (JavaScipt code), questions (a file to simulate a database).

The file "questions" contains an array to export that holds objects where each object represents a quiz question.

The object contains:
- **id**
- **question**
- **choices** (an array of 4 choices)
- **correctAnswer**

The first time the user presses the start button, a question will be displayed by generating a random index between a minimum and maximum value (0 and the length of the question vector), followed by removing the question from the vector. Their score will be calculated after pressing the button "Next Question" and again this generation process will restart when they the button "Next Question". The number of questions they answer will be determined based on an index to prevent generating new questions once they reach 50.

GENERATE RANDOM QUESTION

Generate a random index between 0 and the length of array-1

Remove the element located at that index

DISPLAY THE QUESTION

START QUIZ

GET FIRST QUESTION

HIT "NEXT BUTTON"
index = index +1

NEXT QUESTION
if index < 50 && index >0
　if answer == true
　　score = score + 1
　end
　else if answer == null
　　return
　end
　GENERATE NEXT QUESTION
　DISPLAY THE QUESTION
end
else if index ==50
　if answer == true
　　score = score + 1
　end
　else if answer == null
　　return
　end
　DONE QUIZ
end

HIT "NEXT BUTTON"
index = index +1

GENERATE RANDOM QUESTION

Generate a random index between 0 and the length of array

Remove the element located at that index

DISPLAY THE QUESTION

GENERATE RANDOM QUESTION

Generate a random index between 0 and the length of array

Remove the element located at that index

DISPLAY THE QUESTION

START AGAIN

Reset variables
GET FIRST QUESTION

Logical outline