const question = document.getElementById("question");

const choices = Array.from(document.getElementsByClassName("choice-text"));

const questionCounterText = document.getElementById("questionCounter");

const scoreText = document.getElementById("score");

let currentQuestion = {};

let acceptingAnswers = false;

let score = 0;

let questionCounter = 0;

let availableQuesions = [];

let questions = [];

fetch("../json/questions.json")

.then(res => {

return res.json();

})

.then(loadedQuestions => {

console.log(loadedQuestions);

questions = loadedQuestions;

startQuiz();

});

const CORRECT\_BONUS = 10;

const MAX\_QUESTIONS = 5;

startQuiz = () => {

questionCounter = 0;

score = 0;

availableQuesions = [...questions];

getNewQuestion();

};

getNewQuestion = () => {

if (availableQuesions.length === 0 || questionCounter >= MAX\_QUESTIONS) {

localStorage.setItem('mostRecentScore', score);

return window.location.assign("../html/end.html");

}

questionCounter++;

questionCounterText.innerText = `${questionCounter}/${MAX\_QUESTIONS}`;

const questionIndex = Math.floor(Math.random() \* availableQuesions.length);

currentQuestion = availableQuesions[questionIndex];

question.innerText = currentQuestion.question;

choices.forEach(choice => {

const number = choice.dataset["number"];

choice.innerText = currentQuestion["choice" + number];

});

availableQuesions.splice(questionIndex, 1);

acceptingAnswers = true;

};

choices.forEach(choice => {

choice.addEventListener("click", e => {

if (!acceptingAnswers) return;

acceptingAnswers = false;

const selectedChoice = e.target;

const selectedAnswer = selectedChoice.dataset["number"];

const classToApply =

selectedAnswer == currentQuestion.answer ? "correct" : "incorrect";

if (classToApply === "correct") {

incrementScore(CORRECT\_BONUS);

}

selectedChoice.parentElement.classList.add(classToApply);

setTimeout(() => {

selectedChoice.parentElement.classList.remove(classToApply);

getNewQuestion();

}, 400);

});

});

incrementScore = num => {

score += num;

scoreText.innerText = score;

};