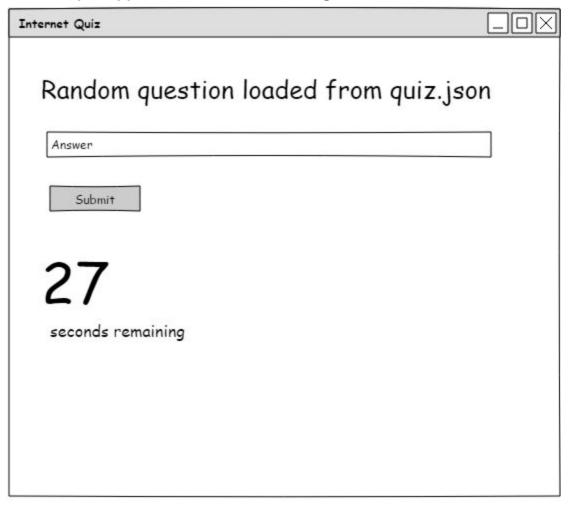
## **Assignment - Week 6 Day 5**

Create a quiz application with the following features



- 1. The application should load a random question from the quiz.json file. Hint You can use var randomNumber = Math.floor( Math.random() \* quizArrayLength ) to get a random number which can be used as an index for the question array.
- 2. Once the user types an answer in the textbox and clicks Submit, the app should check whether the answer is correct or not. Show a dialog window (prompt) depending up on the right/wrong answer.
- 3. Also, once the page is loaded, a timer should be started from 30 seconds and go down till 0 second. Once the timer reaches 0, the user should be shown a message saying that Time is over! and he/she should not be able to submit an answer after that.
- 4. For styling and layout, please use Bootstrap.