```
const eurFlags = ["Andorra", "Austria", "Belgium", "Bulgaria", "Croatia", "Denmark", "Esto
    "Kosovo", "Latvia", "Lithuania", "Netherlands", "Norway", "Poland", "Portugal", "Russi
const ameFlags = ["America", "Argentina", "Bahamas", "Bolivia", "Brazil", "Canada", "Chile
   "Guyana", "Haiti", "Honduras", "Jamaica", "Mexico", "Panama", "Peru", "Puerto Rico", "S
const meaFlags = ["Algeria", "Azerbaijan", "Bahrain", "Egypt", "Eritrea", "Ethiopia", "Gha
   "Lesotho", "Malawi", "Morocco", "Namibia", "Nigeria", "Oman", "Palestine", "Qatar", "Rw
   "Tunisia", "Turkey", "Uganda", "United Arab Emirates", "Uzbekistan", "Yemen", "Zambia",
const seaFlags = ["Australia", "Bhutan", "Brunei", "China", "East Timor", "Fiji", "India",
   "North Korea", "Pakistan", "Papua New Guinea", "Philippines", "Samoa", "Singapore", "So
const scores = [{userName: "Sarah", score: 10}, {userName: "John", score: 14}, {userName:
let array = [];
let score = 0;
let flagCount = 0;
let username = "";
let roundNum = 0;
let roundName = "";
let questNum = 0;
let flagIndex = "";
let usernameForm = document.getElementById('usernameInput');
//Event listener to call function validateName once Play button is clicked.
usernameForm.addEventListener('submit', validateName);
//Function to assign username to a variable and call the renderGamePage function.
function validateName(event) {
    event.preventDefault();
   username = usernameForm.elements.username.value;
    renderGamePage();
//Function called from validateName to load the game-box html code containing the flag, th
function renderGamePage() {
   let gameBox = document.getElementById('game-box');
```

CONFIGURE

Metric

There are 14 functions in this file.

Function with the largest signature take 2 arguments, while the median is 0.

Largest function has 20 statements in it, while the median is 4.

The most complex function has a cyclomatic complexity value of 7 while the median is 2

One unused variable

167 checkAnswer