

# New Developer Phase 1 Code Challenge: Building a Simple Quiz Application

## Objective:

Create a JavaScript-based quiz application that will prompt the user with a random question and allow the user to supply the answer.

## Requirements:

Create an array of objects, each representing a quiz question. Each object should have properties for the question itself and an array of possible answers, including one correct answer.

Implement a function called `displayRandomQuestion()` that randomly selects a question from the array and displays it along with the possible answers.

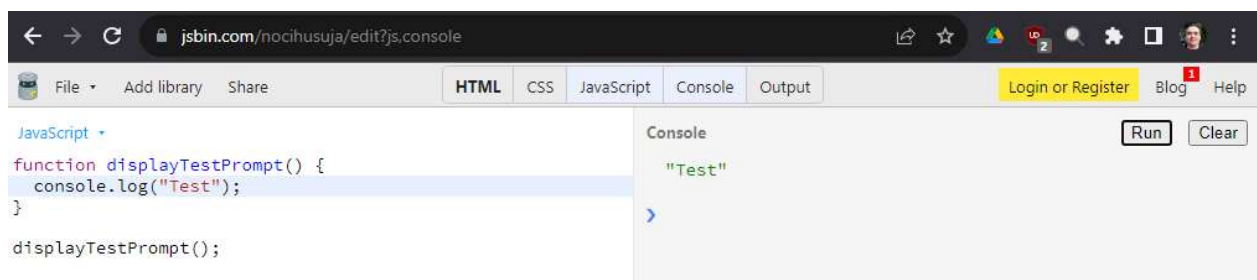
Allow the user to input their answer (using the `prompt` method) using the browser's prompt dialog.

Validate the user's answer and provide feedback using the `console.log` method if it's correct or incorrect.

Be sure to add comments explaining your work where appropriate.

## Implementation:

You can use <https://JSbin.com> (or a similar JS sandbox) website to run this exercise. Paste your javascript code into the "JavaScript" tab, then click the Run button on the top right to execute the code. Check the Console window for the results.



*Example JSbin page with JavaScript and Console*

## Bonus Points / Stretch Goals:

- Allow the answer to be case-insensitive to be correct (i.e. “Apple” and “apple” will both be correct even if the answer is stored in the object as “Apple”)
- Remove whitespace from both ends of the answer string before evaluating if it is correct, so if someone entered “ apple ” it would evaluate as “apple”
- Track the user's score as they progress through the quiz.
- Extra Bonus: Implement the challenge with an HTML interface instead of JSbin.