const whisperButton = document.getElementById('whisperButton');

const categorySelect = document.getElementById('category');

const foodSuggestion = document.getElementById('foodSuggestion');

const errorMessage = document.getElementById('errorMessage');

// Food list and categories

const foodList = {

"Main Course": ["Pasta", "Chicken Sauté", "Lentil Soup", "Grilled Salmon", "Manti", "Meatballs"],

"Dessert": ["Rice Pudding", "Creme Caramel", "Brownie", "Kazandibi", "Trileçe", "Profiterole"],

"Breakfast": ["Omelette", "Pancakes", "Menemen", "Spread Breakfast", "Simit Poğaça", "Toast"],

"International": ["Sushi", "Taco", "Pizza", "Hamburger", "Creamy Mushroom Chicken", "Noodles"]

};

let lastSuggestedFood = ""; // To prevent the same food from appearing consecutively

function getRandomFood() {

errorMessage.textContent = ""; // Clear error message

const selectedCategoryValue = categorySelect.value;

let currentCategory;

let availableFoods = [];

// --- Flowchart Decision Point: Is category filter selected? ---

if (selectedCategoryValue === "All Categories") {

// NO branch: Pick a random food category

const categories = Object.keys(foodList);

currentCategory = categories[Math.floor(Math.random() \* categories.length)];

availableFoods = foodList[currentCategory];

} else {

// YES branch: Filter by user selected category

currentCategory = selectedCategoryValue;

availableFoods = foodList[currentCategory];

}

// --- Flowchart Decision Point: Is the food list for the selected category empty? ---

if (!availableFoods || availableFoods.length === 0) {

foodSuggestion.textContent = ""; // Clear previous suggestion

errorMessage.textContent = "No food found in this category. Please select another category.";

lastSuggestedFood = ""; // Reset last suggestion on error

return; // Exit function

}

let randomIndex;

let newSuggestion;

// --- Flowchart Logic: Loop to prevent the same food from appearing consecutively ---

// If there's more than one food in the list and the new suggestion is the same as the last, pick again.

do {

randomIndex = Math.floor(Math.random() \* availableFoods.length);

newSuggestion = availableFoods[randomIndex];

} while (newSuggestion === lastSuggestedFood && availableFoods.length > 1);

foodSuggestion.textContent = newSuggestion; // Display the new suggestion

lastSuggestedFood = newSuggestion; // Update the last suggested food

}

// Event Listeners (Wait for User Input)

whisperButton.addEventListener('click', getRandomFood);

categorySelect.addEventListener('change', getRandomFood); // Whisper a new food when category changes

// Whisper the first random food when the application loads

getRandomFood();