

Programming in JAVASCRIPT

LAB 2

Environmental configuration

1. We use a previous model project named *NameLabJS.zip*
2. Similarly, change the name of the catalogue according to the formula.
3. The works operating on the view are performed in the section whereid="*Project 2*".

Task 1: We are making a new quiz using the techniques we have learned so far.

1. In the header section of the pages, write the code below:

index.html

```
<script>
  var score = 0;
  var q = 0;
</script>
```

These variables will store the number of correct answers and the number of the current question. At the beginning of the quiz, before asking the first question, the variables should be assigned a value of *0*.

2. Then you have to prepare a list of questions and answers. Add your own questions to the above section:

index.html

```
var questions = [
  ['Jakieś pytanie?', odpowiedź],
  .... pytania własne...
];
```

Nested arrays (those with questions) have no names. A comma at the end of the line indicates the end of the first element of the *questions* table and indicates that further data will be displayed. After the last question, there is no comma.

3. Now let's add a feature with question handling that will be run *onClick()* button *Next question*. Its content is:

index.html

```
testQuestion(questions[i]);  
q++;
```

4. We have created a reference above to the function, which must also be implemented. (it can also be combined with the above):

index.html

```
function testQuestion(question) {  
    if (answer == question[1]) {  
        score++;  
    }  
}
```

The condition *answer === question[1]* allows you to check whether the value given by the user of the *answer* is the same as the answer written in the second element of the *question[1]* array. If you have the same numbers, the player has answered correctly. The correct answer is then displayed, and the script increases the number of points by 1 *score++*. If the answer is incorrect, a dialog box with the correct value appears. The function must control the order of questions.

5. Place in the result section:

index.html

```
<script>  
    var message = 'Liczba punktów: ' + score;  
    message += ' z ' + questions.length;  
    message += '.';  
    document.write('<p>' + message + '</p>');  
</script>
```

Task 2: Implementation.

Using the DOM model, make the questions appear one after another by clicking on the button : *Next question*

Put it in the *id="Project 2"* section, and I will place the appropriate text elements and update them after each question.

After the last question, display the result of the quiz, or keep it displayed below the questions.

Modify functions if required.

ZIP THE PROJECT AND PLACE IT ON MSTeams Platform.