

```
1 <?php include("services/check.php"); ?>
2 <?php include("inc/header.php"); ?>
3
4 <!-- Start Banner Area -->
5
6 <!-- Start Feature Area -->
7 <section class="banner-area relative">
8 <div class="overlay overlay-bg"></div>
9 <div class="container">
10
11 <div class="row">
12 <div class="col-md-4 col-sm-offset-1">
13
14
15 <div class="ribbons">
16 <!-- Ribbons -->
17 <?php #####calling first name variable stored in
... session after login #####?>
18 <div class="ribbon ribbon-blue"><span>Welcome <?php
... echo $_SESSION['firstname']; ?> to Pair Game
19 </span> </div>
20 <!--/ Ribbons -->
21 </div>
22
23 </div>
24
25 <div class="col-md-8 text-right" style="margin-top:25px"><a
... href="logout" class="btn btn-secondary btn-sm"><i class="fa fa-sign-out"
... style="color:white"></i>&nbsp;Logout&nbsp;</span></a></div>
26
27
28
29 </div><!-- end row div -->
30
31
32
33
34
35
36 <div class="row">
37
38
39 <div class="col-md-9" id="game_container">
40 <!-- contact form -->
41 <div class="add-comment contact-form boxed">
42
43 <div class="comment-form">
44
45
46 <div id="timebar"></div>
```

```

47
48
49
50         <form action="#" method="post" id="commentForm"
... class="ajax_form">
51             <?php
52
53                 #####get random question for
... game=1 ( mysql request) #####
54                 ##### games index : 1-wiriting
... 2-pics and words 3-COMplete THE SENTENCE 4-PAIR GAME 5-LISTEN and WRITE
... 6-translation #####
55                 $sql_qst="SELECT * FROM questions WHERE
... id_game=4 ORDER BY RAND() LIMIT 1";
56                 $req_request=mysqli_query($cnx,$sql_qst);
57
... $aff_request=mysqli_fetch_array($req_request,MYSQLI_ASSOC);
58                 ##### saving question text and
... question id into variables $questions and id_questions #####
59                 $question= $aff_request['question_text'];
60                 $id_question=$aff_request['id'];
61
62
63
64             ?>
65
66         <div class="col-md-2 pull-right"> <div
... class="col-sm-1">
67             <div class="round round-lg hollow orange" id='my_score'
... style="font-size:15px">
68                 <strong>0</strong>/10
69             </div>
70         </div></div>
71         <?php #####hidens fields showing actual question database
... ID and actual score ##### ?>
72         <input type="hidden" value="<?php echo $id_question; ?>," id="id_question"
... name="id_question"/>
73         <input type="hidden" value="0" id="score_val" name="score"/>
74         <input type="hidden" value="<?php echo $id_question; ?>" id="qst"/>
75
76         <?php #####Printin Question variable $question into
... this bloc ##### ?>
77         <div class="add-comment-title" id="qst_txt"><h3><?php echo $question; ?></h3>
... </div>
78
79         <div class="add-comment-title" > </div>
80
81
82
83

```

```

84         <div class="form-inner">
85             <div class="field_text">
86
87
88             </div>
89
90
91
92
93             <div class="clear"></div>
94         <div id="help_tag">
95             <?php
96                 ##### possible answers for
... chosen question from database#####
97                 $sql_answ="SELECT * FROM answers WHERE
... id_question=".$id_question." ORDER BY RAND() LIMIT 4";
98                 $req_answ=mysqli_query($cnx,$sql_answ);
99                 ##### apply random bootstrap
... style classe for each answer option #####
100                 $i = 1;
101                 $array_cls = ['primary', 'secondary',
... 'success', 'danger', 'warning', 'info', 'dark'];
102                 shuffle($array_cls);
103                 ##### While finding answer
... options in database write it in html format with bootstrap random style in styled
... checkboxes #####
104                 while
... ($aff_answ=mysqli_fetch_array($req_answ,MYSQLI_ASSOC)) { ?>
105
106
107
108
109
110
111
112
113
114
115         <div class="[ form-group ]" >
116             <input type="checkbox" name="answer_text" value="<?php echo
... $aff_answ['id']; ?>" id="fancy-checkbox-<?php echo $array_cls[$i]; ?>"
... autocomplete="off" />
117             <div class="[ btn-group ]">
118                 <label for="fancy-checkbox-<?php echo $array_cls[$i]; ?>"
... class="[ btn btn-<?php echo $array_cls[$i]; ?> ]">
119                     <span class="[ fa fa-check-square-o ]"></span>
120                     <span> </span>
121                 </label>
122                 <label for="fancy-checkbox-<?php echo $array_cls[$i]; ?>"
... class="[ btn btn-default active ]" style="font-size:12px">

```

```

123         <?php echo $aff_answ['answer_text']; ?>
124     </label>
125 </div>
126 </div>
127         <?php #####End boucle for random
... bootstrap style #####
128             $i++;
129         }
130         #####End boucle for showing
... possible answers options #####
131     ?>
132 </div>
133
134
135
136
137     <div class="example" data-timer="900"></div>
138
139     <div class="clear"></div>
140
141
142     <div class="rowSubmit">
143     <input class="btn btn-primary"
... id="submit_answer" type="button" value="Submit Answer">
144
145     </div>
146     <script
... src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
147
148
149 <?php ##### timer progress bar Same as writing.php( check comments )
... ##### ?>
150 <script>
151 jQuery(document).ready(function ($) {
152     /* dsable other checkbox if two are checked*/
153     $(document).on('change', ":checkbox[name='answer_text']", function(){
154         if ($("#checkbox[name='answer_text']:checked").length == 2) {
155             $(':checkbox:not(:checked)').prop('disabled', true);
156         } else {
157             $(':checkbox:not(:checked)').prop('disabled', false);
158         }
159     });
160 });
161 </script>
162
163
164 <script>
165 function timerbar(){
166     var maxWidth = 300;
167     var duration = 20000;

```

```
168
169     var timer;
170
171     $(function() {
172         var $bar = $('#timebar');
173         Horloge(maxWidth);
174         timer = setInterval('Horloge('+maxWidth+')', 100);
175
176         $bar.animate({
177             width: maxWidth
178         }, duration, function() {
179             $(this).css('background-color', 'green');
180
181             clearInterval(timer);
182
183
184
185             /* send answer if time bar is end */
186
187             var question_list = $("#id_question").val();
188             var score = $("#score_val").val();
189             /* radio */
190             //var answer = $("input[name='answer_text']:checked").val();
191
192             ////////// get array////////////////////////////////////
193             var chkArray = [];
194
195             $("input[name='answer_text']:checked").each(function() {
196                 chkArray.push($(this).val());
197             });
198
199             var answer;
200             answer = chkArray.join(',') ;
201
202             //////////END  get array////////////////////////////////////
203
204
205
206
207
208
209             //var answer = $("#answer_text").val();
210             /**/
211             var qst = $("#qst").val();
212             var id_game = 4;
213
214
215
216             /* send answer to php page*/
217             $.ajax({
```

```
218         type: 'POST',
219         url: 'services/check_answer4.php',
220         dataType: "json",
221         data: {question_list:question_list, score:score,
... answer:answer,id_game:id_game,qst:qst},
222
223
224     })
225     .done(function(data){
226
227         // show the response from check_answer page
228         //$('#response').html(data.question);
229         /// change html data with new data coming from answer page
230         $('#qst_txt').html(data.question);
231         $('#my_score').html(data.score);
232         $('#id_question').val(data.question_list);
233         $('#help_tag').html(data.html_answer);
234         $('#qst').val(data.qst);
235         $('#score_val').val(data.score_val);
236         $('#game_container').html(data.html_end);
237
238         //////////restart//////////
239
240         //////////////////////////////////////
241
242     })
243
244
245
246     ////////////* **//////////////////// answer if time
... bar is end */
247
248
249
250     });
251 });
252
253 $stop.on('click', function() {
254     var $bar = $('#timebar');
255     clearInterval(timer);
256     $bar.css({"width": "0px","-webkit-transition": ""});
257     $bar.stop();
258
259
260
261     var w = $bar.width();
262     var percent = parseInt((w * 100) / maxWidth);
263     $log.html(percent + ' %');
264 });
265 }
```

```
266 </script>
267                                     <script>
268 $(document).ready(function(){
269
270
271     $('#submit_answer').click(function(e){
272         var question_list = $("#id_question").val();
273         var score = $("#score_val").val();
274
275
276
277     //////////// get array////////////////////////////////////
278         var chkArray = [];
279
280         $("input[name='answer_text']:checked").each(function() {
281             chkArray.push($(this).val());
282         });
283
284         var answer;
285         answer = chkArray.join(',') ;
286
287         ////////////END get array////////////////////////////////////
288
289
290
291         var qst = $("#qst").val();
292         var id_game = 4;
293         var $bar = $('#timebar');
294         var maxWidth = 300;
295         var duration = 20000;
296         var timer;
297         //////////// STOP BAR////////////////////////////////////
298
299         clearInterval(timer);
300         $bar.css({"width": "0px", "-webkit-transition": ""});
301         $bar.stop();
302
303
304         //////////////////////////////////////
305
306         /* send answer to php page*/
307         $.ajax({
308             type: 'POST',
309             url: 'services/check_answer4.php',
310             dataType: "json",
311             data: {question_list:question_list, score:score,
312 ... answer:answer,id_game:id_game,qst:qst},
313
314             })
```

```
315         .done(function(data){
316
317             // show the response from check_answer page
318             //$('#response').html(data.question);
319             /// change html data with new data coming from answer page
320             // $("#answer_text").val('');
321
322             $('#qst_txt').html(data.question);
323             $('#my_score').html(data.score);
324             $('#id_question').val(data.question_list);
325             $('#help_tag').html(data.html_answer);
326             $('#qst').val(data.qst);
327             $('#score_val').val(data.score_val);
328             $('#game_container').html(data.html_end);
329             /// restart bar////////////////////////////////////
330
331             timerbar();
332
333
334
335
336
337
338             //////////////////////////////////////
339
340
341         })
342
343
344         // to prevent refreshing the whole page page
345         return false;
346
347     });
348 });
349 </script>
350
351
352
353
354
355 <script >
356 $(document).ready(function() {
357     var maxWidth = 300;
358     var duration = 20000;
359
360     var timer;
361
362     $(function() {
363         var $bar = $('#timebar');
364         Horloge(maxWidth);
```



```
365     timer = setInterval('Horloge('+maxWidth+')', 100);
366
367     $bar.animate({
368         width: maxWidth
369     }, duration, function() {
370         $(this).css('background-color', 'green');
371
372         clearInterval(timer);
373
374
375
376         /* send answer if time bar is end */
377
378         var question_list = $("#id_question").val();
379         var score = $("#score_val").val();
380
381         ////////// get array////////////////////////////////////
382         var chkArray = [];
383
384         $("input[name='answer_text']:checked").each(function() {
385             chkArray.push($(this).val());
386         });
387
388         var answer;
389         answer = chkArray.join(',') ;
390
391         //////////END  get array////////////////////////////////////
392
393
394
395
396
397         var qst = $("#qst").val();
398         var id_game = 4;
399
400
401
402         /* send answer to php page*/
403         $.ajax({
404             type: 'POST',
405             url: 'services/check_answer4.php',
406             dataType: "json",
407             data: {question_list:question_list, score:score,
408 ... answer:answer,id_game:id_game,qst:qst},
409
410         })
411         .done(function(data){
412
413             // show the response from check_answer page
```

```
414         $('#response').html(data.question);
415         /// change html data with new data coming from answer page
416         $('#answer_text').val('');
417
418         $('#qst_txt').html(data.question);
419         $('#my_score').html(data.score);
420         $('#id_question').val(data.question_list);
421         $('#help_tag').html(data.html_answer);
422         $('#qst').val(data.qst);
423         $('#score_val').val(data.score_val);
424         $('#game_container').html(data.html_end);
425
426
427
428
429     })
430
431
432
433     ////////////////////////////////////* **//////////////////////////////////// answer if time
... bar is end */
434
435
436
437     });
438 });
439
440 $stop.on('click', function() {
441     var $bar = $('#timebar');
442     clearInterval(timer);
443     $bar.css({"width": "0px", "-webkit-transition": ""});
444     $bar.stop();
445
446
447
448     var w = $bar.width();
449     var percent = parseInt((w * 100) / maxWidth);
450
451 });
452
453 });
454
455 function Horloge(maxWidth) {
456     var w = $('#timebar').width();
457     var percent = parseInt((w * 100) / maxWidth);
458
459
460
461
462     /*if (percent==99) {
```

```
463
464
465     */
466 }
467 </script>
468
469
470
471
472
473
474
475
476 <script>
477 $(function () {
478     $('.button-checkbox').each(function () {
479
480         // Settings
481         var $widget = $(this),
482             $button = $widget.find('button'),
483             $checkbox = $widget.find('input:checkbox'),
484             color = $button.data('color'),
485             settings = {
486                 on: {
487                     icon: 'icon icon-check'
488                 },
489                 off: {
490                     icon: 'icon icon-unchecked'
491                 }
492             };
493
494         // Event Handlers
495         $button.on('click', function () {
496             $checkbox.prop('checked', !$checkbox.is(':checked'));
497             $checkbox.triggerHandler('change');
498             updateDisplay();
499         });
500         $checkbox.on('change', function () {
501             updateDisplay();
502         });
503
504         // Actions
505         function updateDisplay() {
506             var isChecked = $checkbox.is(':checked');
507
508             // Set the button's state
509             $button.data('state', (isChecked) ? "on" : "off");
510
511             // Set the button's icon
512             $button.find('.state-icon')
```

```
513         .removeClass()
514         .addClass('state-icon ' + settings[$button.data('state')].icon);
515
516     // Update the button's color
517     if (isChecked) {
518         $button
519             .removeClass('btn-default')
520             .addClass('btn-' + color + ' active');
521     }
522     else {
523         $button
524             .removeClass('btn-' + color + ' active')
525             .addClass('btn-default');
526     }
527 }
528
529 // Initialization
530 function init() {
531
532     updateDisplay();
533
534     // Inject the icon if applicable
535     if ($button.find('.state-icon').length == 0) {
536         $button.prepend('<i class="state-icon ' +
... settings[$button.data('state')].icon + '></i> ');
537     }
538 }
539     init();
540 });
541 });
542 </script>
543
544
545
546
547
548
549
550
551
552
553
554
555         </div>
556
557
558
559
560
561
```

```
562         </form>
563     </div>
564 </div>
565 <!--/ contact form -->
566
567
568 </div>
569
570 </div>
571
572
573     <div class="col-md-8 text-left"><a href="start" class="btn
... btn-secondary btn-sm"><i class="fa fa-arrow-left"
... style="color:white"></i>&nbsp;Back&nbsp;</span></a></div>
574
575
576
577     </div>
578 </section>
579
580
581
582 <?php include("inc/footer.php"); ?>
583
584 <?php include("inc/footer_close.php"); ?>
```