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1 <?php include("services/check.php"); ?>
2 <?php include("inc/header.php"); ?>
3 <?php ##### calling library for voice record ##### ?>
4 <?php require_once('lib/voicerss_tts.php');?>
5     <!-- Start Banner Area -->
6
7     <!-- Start Feature Area -->
8         <section class="banner-area relative">
9             <div class="overlay overlay-bg"></div>
10            <div class="container">
11
12                <div class="row">
13                    <div class="col-md-4 col-sm-offset-1">
14
15                        <div class="ribbons">
16                            <!-- Ribbons -->
17                            <?php #####calling first name variable stored in
18session after login #####?>
19                                <div class="ribbon ribbon-blue"><span>Welcome <?php
... echo $_SESSION['firstname']; ?> to Listen & write Game
20</span> </div>
21                            <!--/ Ribbons -->
22                        </div>
23
24                    </div>
25
26                    <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>
27
28
29
30                </div><!-- end row div -->
31
32
33
34
35
36
37        <div class="row">
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">

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

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85
86         </div>
87
88 <?php
89 $tts = new VoiceRSS;
90 $voice = $tts->speech([
91     'key' => 'e32cbd2592d74fb3a8448ac523646f5b',
92     'hl' => 'en-us',
93     'src' => " ".$question."",
94     'r' => '0',
95     'c' => 'mp3',
96     'f' => '44khz_16bit_stereo',
97     'ssml' => 'false',
98     'b64' => 'true'
99 ]); ?>
100
101
102 <?php #####Showing the audio player with text coming from
... database by request into this bloc ##### ?>
103         <div id="qst_txt"> <audio controls autoplay>
104             <source src='<?php echo $voice['response'];?>' type="audio/mpeg">
105 </audio></span>
106 </div>
107
108
109         <div class="clear"></div>
110         <div id="help_tag">
111             <?php
112                 ##### possible answers for
... choosed question from database#####
113                 $sql_answ="SELECT * FROM answers WHERE
... id_question=".$id_question." ORDER BY RAND() LIMIT 4";
114                 $req_answ=mysqli_query($cnx,$sql_answ);
115                 ##### apply random bootstrap
... style classe for each answer option #####
116                 $i = 1;
117                 $array_cls = ['primary', 'secondary',
... 'success', 'danger', 'warning', 'info', 'dark'];
118                 shuffle($array_cls);
119                 #####While finding answer
... options in database write it in html format with bootstrap random style
... #####
120                 while
... ($aff_answ=mysqli_fetch_array($req_answ,MYSQLI_ASSOC)) { ?>
121
122                     <div class="modal-body">
123
124
125                     <div class="quiz" id="quiz" data-toggle="buttons">
126                     <label class="element-animation1 btn btn-md btn-<?php echo

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126... $array_cls[$i]; ?> btn-block" aria-pressed="true"><span class="btn-label"><i
... class="glyphicon glyphicon-chevron-right"></i></span> <input type="radio"
... name="answer_text" id="answer_text" value="<?php echo $aff_answ['id']; ?>"><?php
... echo $aff_answ['answer_text']; ?></label>
127         </div>
128     </div>
129
130         <?php
131             #####End boucle for random
... bootstrap style #####
132             $i++;
133         }
134             #####End boucle for showing
... possible answers options #####
135         ?></div>
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 <?php ##### timer progress bar Same as writing.php( check comments )
... ##### ?>
148 <script>
149 function timerbar(){
150 var maxWidth = 300;
151     var duration = 20000;
152
153     var timer;
154
155     $(function() {
156         var $bar = $('#timebar');
157         Horloge(maxWidth);
158         timer = setInterval('Horloge('+maxWidth+')', 100);
159
160         $bar.animate({
161             width: maxWidth
162         }, duration, function() {
163             $(this).css('background-color', 'green');
164
165             clearInterval(timer);
166
167

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```
168
169     /* send answer if time bar is end */
170
171     var question_list = $("#id_question").val();
172     var score = $("#score_val").val();
173     var answer = $("input[name='answer_text']:checked").val();
174     var qst = $("#qst").val();
175     var id_game = 5;
176
177
178
179     /* send answer to php page*/
180     $.ajax({
181         type: 'POST',
182         url: 'services/check_answer5.php',
183         dataType: "json",
184         data: {question_list:question_list, score:score,
... answer:answer,id_game:id_game,qst:qst},
185
186
187     })
188     .done(function(data){
189
190         // show the response from check_answer page
191         //$('#response').html(data.question);
192         /// change html data with new data coming from answer page
193         $('#qst_txt').html(data.question);
194         $('#my_score').html(data.score);
195         $('#id_question').val(data.question_list);
196         $('#help_tag').html(data.html_answer);
197         $('#qst').val(data.qst);
198         $('#score_val').val(data.score_val);
199         $('#game_container').html(data.html_end);
200
201         //////////restart////////
202
203         //////////////////////////////////////
204
205     })
206
207
208
209     //////////////////////////////////////////* **//////////////////////////////////// answer if time
... bar is end */
210
211
212
213     });
214 });
215
```

```
216     $stop.on('click', function() {
217         var $bar = $('#timebar');
218         clearInterval(timer);
219         $bar.css({"width": "0px", "-webkit-transition": ""});
220         $bar.stop();
221
222
223
224         var w = $bar.width();
225         var percent = parseInt((w * 100) / maxWidth);
226         $log.html(percent + ' %');
227     });
228 }
229 </script>
230
231                                     <script>
232 $(document).ready(function(){
233
234     $('#submit_answer').click(function(e){
235         var question_list = $("#id_question").val();
236         var score = $("#score_val").val();
237         var answer = $("input[name='answer_text']:checked").val();
238         var qst = $("#qst").val();
239         var id_game = 5;
240         var $bar = $('#timebar');
241         var maxWidth = 300;
242         var duration = 20000;
243         var timer;
244         ///////////////////////////////////
245
246         clearInterval(timer);
247         $bar.css({"width": "0px", "-webkit-transition": ""});
248         $bar.stop();
249
250
251
252
253
254
255         ///////////////////////////////////
256
257         /* send answer to php page*/
258         $.ajax({
259             type: 'POST',
260             url: 'services/check_answer5.php',
261             dataType: "json",
262             data: {question_list:question_list, score:score,
263 ... answer:answer,id_game:id_game,qst:qst},
264
```

```
265     })
266     .done(function(data){
267
268         // show the response from check_answer page
269         $('#response').html(data.question);
270         /// change html data with new data coming from answer page
271         $("#answer_text").val('');
272
273         $('#qst_txt').html(data.question);
274         $('#my_score').html(data.score);
275         $('#id_question').val(data.question_list);
276         $('#help_tag').html(data.html_answer);
277         $('#qst').val(data.qst);
278         $('#score_val').val(data.score_val);
279         $('#game_container').html(data.html_end);
280         /// restart bar////////////////////////////////////
281
282         timerbar();
283
284
285
286
287
288
289         //////////////////////////////////////
290
291
292     })
293
294
295     // to prevent refreshing the whole page page
296     return false;
297
298 });
299 });
300 </script>
301
302
303
304
305
306 <script >
307 $(document).ready(function() {
308     var maxWidth = 300;
309     var duration = 20000;
310
311     var timer;
312
313     $(function() {
314         var $bar = $('#timebar');
```

```
315     Horloge(maxWidth);
316     timer = setInterval('Horloge('+maxWidth+')', 100);
317
318     $bar.animate({
319         width: maxWidth
320     }, duration, function() {
321         $(this).css('background-color', 'green');
322
323         clearInterval(timer);
324
325
326         /* send answer if time bar is end */
327
328         var question_list = $("#id_question").val();
329         var score = $("#score_val").val();
330         var answer = $("input[name='answer_text']:checked").val();
331         var qst = $("#qst").val();
332         var id_game = 5;
333
334
335
336         /* send answer to php page*/
337         $.ajax({
338             type: 'POST',
339             url: 'services/check_answer5.php',
340             dataType: "json",
341             data: {question_list:question_list, score:score,
342 ... answer:answer,id_game:id_game,qst:qst},
343
344
345         })
346         .done(function(data){
347
348             // show the response from check_answer page
349             //$('#response').html(data.question);
350             /// change html data with new data coming from answer page
351             $("#answer_text").val('');
352
353             $('#qst_txt').html(data.question);
354             $('#my_score').html(data.score);
355             $('#id_question').val(data.question_list);
356             $('#help_tag').html(data.html_answer);
357             $('#qst').val(data.qst);
358             $('#score_val').val(data.score_val);
359             $('#game_container').html(data.html_end);
360
361
362
363
```



```
364     })
365
366
367
368     //////////////////////////////////////* **//////////////////////////////////// answer if time
... bar is end */
369
370
371
372     });
373 });
374
375 $stop.on('click', function() {
376     var $bar = $('#timebar');
377     clearInterval(timer);
378     $bar.css({"width": "0px", "-webkit-transition": ""});
379     $bar.stop();
380
381
382
383     var w = $bar.width();
384     var percent = parseInt((w * 100) / maxwidth);
385
386 });
387
388 });
389
390 function Horloge(maxWidth) {
391     var w = $('#timebar').width();
392     var percent = parseInt((w * 100) / maxwidth);
393
394
395
396
397     /*if (percent==99) {
398
399
400     }*/
401 }
402 </script>
403
404
405
406
407
408
409
410
411
412
```

```
413
414
415
416
417
418
419
420
421         </div>
422
423
424
425
426
427
428         </form>
429     </div>
430 </div>
431 <!--/ contact form -->
432
433
434 </div>
435
436 </div>
437
438
439     <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>
440
441
442
443     </div>
444 </section>
445
446
447
448 <?php include("inc/footer.php"); ?>
449
450 <?php include("inc/footer_close.php"); ?>
```