

```
1 <?php include("services/check.php"); ?>
2 <?php include("inc/header.php"); ?>
3 <!-- Start Banner Area -->
4
5 <!-- Start Feature Area -->
6 <section class="banner-area relative">
7 <div class="overlay overlay-bg"></div>
8 <div class="container">
9
10 <div class="row">
11 <div class="col-md-4 col-sm-offset-1">
12
13
14 <div class="ribbons">
15 <!-- Ribbons -->
16 <?php #####calling first name variable stored in
... session after login #####?>
17 <div class="ribbon ribbon-blue"><span>Welcome <?php
... echo $_SESSION['firstname']; ?> to Translation Game
18 </span> </div>
19 <!--/ Ribbons -->
20 </div>
21
22 </div>
23
24 <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>
25
26
27
28 </div><!-- end row div -->
29
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34
35 <div class="row">
36
37
38 <div class="col-md-9" id="game_container">
39 <!-- contact form -->
40 <div class="add-comment contact-form boxed">
41
42 <div class="comment-form">
43
44
45 <div id="timebar"></div>
46
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47
48
49         <form action="#" method="post" id="commentForm"
... class="ajax_form">
50
51             <?php
52
53                 #####get random question for
... game=1 ( mysql request) #####
54
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=6 ORDER BY RAND() LIMIT 1";
58                 $req_request=mysqli_query($cnx,$sql_qst);
59
60                 $aff_request=mysqli_fetch_array($req_request,MYSQLI_ASSOC);
61
62                 ##### saving question text and question id
... into variables $questions and id_questions #####
63
64                 $question= $aff_request['question_text'];
65                 $id_question=$aff_request['id'];
66
67
68
69
70
71
72             <?>
73
74             <div class="col-md-2 pull-right"> <div
... class="col-sm-1">
75
76                 <div class="round round-lg hollow orange" id='my_score'
... style="font-size:15px">
77
78                     <strong>0</strong>/10
79
80                 </div>
81             </div></div>
82
83             <?php #####hiddens fields showing actual question database
... ID and actual score ##### ?>
84
85             <input type="hidden" value="<?php echo $id_question; ?>," id="id_question"
... name="id_question"/>
86
87             <input type="hidden" value="0" id="score_val" name="score"/>
88             <input type="hidden" value="<?php echo $id_question; ?>" id="qst"/>
89
90             <?php #####Printin Question variable $question into
... this bloc ##### ?>
91
92             <div class="add-comment-title" id="qst_txt"><h3><?php echo $question; ?></h3>
... </div>
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84         <label for="name"
... class="label_title">Write the correct translation:</label>
85         <input type="text" name="answer_text"
... id="answer_text" value="" class="inputtext input_middle required" />
86     </div>
87
88
89     <div class="clear"></div>
90     <div id="help_tag">
91     <?php
92         ##### possible answers
... for choosed question from database#####
93         $sql_answ="SELECT * FROM answers WHERE
... id_question=".$id_question." ORDER BY RAND() LIMIT 4";
94         $req_answ=mysqli_query($cnx,$sql_answ);
95         ##### apply random bootstrap
... style classe for each answer option #####
96         $i = 1;
97         $array_cls = ['primary', 'secondary',
... 'success', 'danger', 'warning', 'info', 'light', 'dark'];
98         shuffle($array_cls);
99         ##### While finding
... answer options in database write it in html format with bootstrap random style in
... styled checkboxes #####
100         while
... ($aff_answ=mysqli_fetch_array($req_answ,MYSQLI_ASSOC)) { ?>
101
102
103
104         <span style="font-size:14px;margin-top:3px"
... class="badge badge-pill badge-<?php echo $array_cls[$i]; ?>"><?php echo
... $aff_answ['answer_text']; ?></span>
105         <?php #####End boucle for
... random bootstrap style #####
106         $i++;
107     }
108     #####End boucle for showing
... possible answers options #####
109     ?></div>
110
111     <div class="example" data-timer="900"></div>
112
113     <div class="clear"></div>
114
115
116     <div class="rowSubmit">
117     <input class="btn btn-primary"
... id="submit_answer" type="button" value="Submit Answer">
118
119     </div>

```

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120                                     <script>
...   src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>
121 <?php ##### timer progress bar Same as writing.php( check comments )
... ##### ?>
122 <script>
123 function timerbar(){
124 var maxWidth = 300;
125     var duration = 20000;
126
127     var timer;
128
129     $(function() {
130         var $bar = $('#timebar');
131         Horloge(maxWidth);
132         timer = setInterval('Horloge('+maxWidth+')', 100);
133
134         $bar.animate({
135             width: maxWidth
136         }, duration, function() {
137             $(this).css('background-color', 'green');
138
139             clearInterval(timer);
140
141
142
143             /* send answer if time bar is end */
144
145             var question_list = $("#id_question").val();
146 var score = $("#score_val").val();
147 var answer = $("#answer_text").val();
148 var qst = $("#qst").val();
149     var id_game = 6;
150
151
152
153             /* send answer to php page*/
154 $.ajax({
155     type: 'POST',
156     url: 'services/check_answer6.php',
157     dataType: "json",
158     data: {question_list:question_list, score:score,
... answer:answer,id_game:id_game,qst:qst},
159
160
161     })
162     .done(function(data){
163
164         // show the response from check_answer page
165         //$('#response').html(data.question);
166         /// change html data with new data coming from answer page
```

```
167         $('#qst_txt').html(data.question);
168         $('#my_score').html(data.score);
169         $('#id_question').val(data.question_list);
170         $('#help_tag').html(data.html_answer);
171         $('#qst').val(data.qst);
172         $('#score_val').val(data.score_val);
173         $('#game_container').html(data.html_end);
174
175         //////////restart////////
176
177         //////////////////////////////////
178
179     })
180
181
182
183     //////////* **//////// answer if time
184     ... bar is end */
185
186
187     });
188 });
189
190 $stop.on('click', function() {
191     var $bar = $('#timebar');
192     clearInterval(timer);
193     $bar.css({"width": "0px", "-webkit-transition": ""});
194     $bar.stop();
195
196
197
198     var w = $bar.width();
199     var percent = parseInt((w * 100) / maxWidth);
200     $log.html(percent + ' %');
201 });
202 }
203 </script>
204
205                                     <script>
206 $(document).ready(function(){
207
208     $('#submit_answer').click(function(e){
209         var question_list = $("#id_question").val();
210         var score = $("#score_val").val();
211         var answer = $("#answer_text").val();
212         var qst = $("#qst").val();
213         var id_game = 6;
214         var $bar = $('#timebar');
215         var maxWidth = 300;
```

```
216     var duration = 20000;
217     var timer;
218     ///////////////////////////////////
219
220     clearInterval(timer);
221     $bar.css({"width": "0px", "-webkit-transition": ""});
222     $bar.stop();
223
224
225
226
227
228
229     ///////////////////////////////////
230
231     /* send answer to php page*/
232     $.ajax({
233         type: 'POST',
234         url: 'services/check_answer6.php',
235         dataType: "json",
236         data: {question_list:question_list, score:score,
237 ... answer:answer,id_game:id_game,qst:qst},
238
239     })
240     .done(function(data){
241
242         // show the response from check_answer page
243         //$('#response').html(data.question);
244         /// change html data with new data coming from answer page
245         $("#answer_text").val('');
246
247         $('#qst_txt').html(data.question);
248         $('#my_score').html(data.score);
249         $('#id_question').val(data.question_list);
250         $('#help_tag').html(data.html_answer);
251         $('#qst').val(data.qst);
252         $('#score_val').val(data.score_val);
253         $('#game_container').html(data.html_end);
254         /// restart bar////////////////////////////////////
255
256         timerbar();
257
258
259
260
261
262
263         ///////////////////////////////////
264
```

```
265
266     })
267
268
269     // to prevent refreshing the whole page
270     return false;
271
272     });
273 });
274 </script>
275
276
277
278
279
280 <script >
281 $(document).ready(function() {
282     var maxWidth = 300;
283     var duration = 20000;
284
285     var timer;
286
287     $(function() {
288         var $bar = $('#timebar');
289         Horloge(maxWidth);
290         timer = setInterval('Horloge('+maxWidth+')', 100);
291
292         $bar.animate({
293             width: maxWidth
294         }, duration, function() {
295             $(this).css('background-color', 'green');
296
297             clearInterval(timer);
298
299
300
301             /* send answer if time bar is end */
302
303             var question_list = $("#id_question").val();
304             var score = $("#score_val").val();
305             var answer = $("#answer_text").val();
306             var qst = $("#qst").val();
307             var id_game = 6;
308
309
310
311             /* send answer to php page*/
312             $.ajax({
313                 type: 'POST',
314                 url: 'services/check_answer6.php',
```

```
315         dataType: "json",
316         data: {question_list:question_list, score:score,
... answer:answer,id_game:id_game,qst:qst},
317
318
319     })
320     .done(function(data){
321
322         // show the response from check_answer page
323         //$('#response').html(data.question);
324         /// change html data with new data coming from answer page
325         $("#answer_text").val('');
326
327         $('#qst_txt').html(data.question);
328         $('#my_score').html(data.score);
329         $('#id_question').val(data.question_list);
330         $('#help_tag').html(data.html_answer);
331         $('#qst').val(data.qst);
332         $('#score_val').val(data.score_val);
333         $('#game_container').html(data.html_end);
334
335
336
337
338     })
339
340
341
342     ////////////////////////////////////* **//////////////////////////////////// answer if time
... bar is end */
343
344
345
346     });
347 });
348
349 $stop.on('click', function() {
350     var $bar = $('#timebar');
351     clearInterval(timer);
352     $bar.css({"width": "0px","-webkit-transition": ""});
353     $bar.stop();
354
355
356
357     var w = $bar.width();
358     var percent = parseInt((w * 100) / maxWidth);
359
360 });
361
362 });
```



```
363
364 function Horloge(maxWidth) {
365     var w = $('#timebar').width();
366     var percent = parseInt((w * 100) / maxWidth);
367
368
369
370     /*if (percent==99) {
371
372
373
374     }*/
375 }
376 </script>
377
378
379
380
381
382
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384
385
386
387
388
389
390
391
392
393
394
395         </div>
396
397
398
399
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401
402         </form>
403     </div>
404 </div>
405 <!--/ contact form -->
406
407
408 </div>
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```

```
413         <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>
414
415
416
417     </div>
418 </section>
419
420
421
422 <?php include("inc/footer.php"); ?>
423
424 <?php include("inc/footer_close.php"); ?>
```