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1 <?php
2 include('../inc/cnx.php');
3 session_start();
4 $id_user=$_SESSION['id'];
5 $total_questions=10;
6 ##### getting and cleaning of answer variables from writing
... page id_game,question_list,answer,score,id_question (last
... question)#####
7 $id_game=mysqli_real_escape_string($cnx,$_POST['id_game']);
8 $question_list=mysqli_real_escape_string($cnx,$_POST['question_list']);
9 #####if player dont send any answer he can't answer !!! save answer as = 0
... #####
10 if (isset($_POST['answer'])) {
11 $answer=mysqli_real_escape_string($cnx,$_POST['answer']);
12 } else {
13 $answer=0;
14 }
15 ##### detecting if correct answer from answers
... table#####
16 $score=mysqli_real_escape_string($cnx,$_POST['score']);
17 $id_question=mysqli_real_escape_string($cnx,$_POST['qst']);
18 //// first detecting if correct answer from answers table////
19 $sql_score="SELECT * FROM answers WHERE id='".$answer.'" AND
... id_question='".$id_question.'"";
20 $req_score=mysqli_query($cnx,$sql_score);
21 $aff_score=mysqli_fetch_array($req_score,MYSQLI_ASSOC);
22 ##### if answer iscorrect add +1 to score
... #####"
23 $new_score=$aff_score['correct']+$score;
24 $last_score=" <strong>".$new_score."</strong>/10";
25 $html_answer='';
26 //////////////////////////////////////
27
28 ##### check how many remaning questions to show based on
... question list variable sent by game
... page#####"
29 $questionArray = explode(',', $question_list);
30 $count=count($questionArray);
31 #####"if remaining question then get new one
... not included previous list #####"
32 $hsab=($count-1);
33 if($hsab<$total_questions) {
34     $sql_next="SELECT * FROM questions WHERE id_game='".$id_game.'" AND id NOT
... IN("substr($question_list,0,-1).") ORDER BY RAND() LIMIT 1";
35     $req_next=mysqli_query($cnx,$sql_next);
36     $aff_next=mysqli_fetch_array($req_next,MYSQLI_ASSOC);
37     $next_question=$aff_next['question_text'];
38
39     ##### getting new question and store it
... in variables that will be sent to game page in html format ( writing)
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39... #####
40
41 #####applying random bootstrap style for answers options #####""
42
43 $sql_answ="SELECT * FROM answers WHERE id_question=".$aff_next['id']." ORDER BY
... RAND() LIMIT 4";
44 $req_answ=mysqli_query($cnx,$sql_answ);
45 $i = 1;
46 $array_cls = ['primary', 'secondary', 'success', 'danger', 'warning', 'info',
... 'dark'];
47 shuffle($array_cls);
48 while ($aff_answ=mysqli_fetch_array($req_answ,MYSQLI_ASSOC)) {
49
50 $html_answer.='<div class="modal-body">
51
52
53         <div class="quiz" id="quiz" data-toggle="buttons">
54             <label class="element-animation1 btn btn-md btn-'. $array_cls[$i]. '
... btn-block"><span class="btn-label"><i class="glyphicon
... glyphicon-chevron-right"></i></span> <input type="radio" name="answer_text"
... id="answer_text" value="'. $aff_answ['id']. '>'. $aff_answ['answer_text']. '</label>
55         </div>
56     </div>';
57     $i++;
58 }
59
60 //////////////////////////////////////
61
62 // send new question html format ////
63 $new_list=$question_list.$aff_next['id'].',';
64
65
66
67
68 $question_div = '
69     ';
70     #####end 0 mean there is other question player no raching 10 questions
... #####
71 #####send all data question,score, to game page in json format supported by
... jqueryy #####
72 $end=0;
73 echo json_encode(['end'=>$end, 'score'=>$last_score, 'qst'=>$aff_next['id'],
... 'score_val'=>$new_score, 'question'=>$question_div,
... 'question_list'=>$new_list,'html_answer'=>$html_answer]);
74 #####if player raching 10 questions we must send message in html format
... with end message #####
75 } else {
76
77 $end=1;
78 $html_end='<div class="alert alert-success" role="alert">
```

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79     You have completed the quiz and your score is <strong>'.'.$new_score.'</strong>
80 </div>
81 <a href="pictures" class="btn btn-primary">Retry</a>
82 <a href="start" class="btn btn-success">More games</button>
83
84 ';
85 #####if reaching 10 questions saving score, with id game, and
... id_ser and date now() mean instant date #####
86 $sql_inset_score="INSERT INTO app_scores
... VALUES('','"'.$id_user.'"','"'.$id_game.'"','"'.$new_score.'"',now())";
87 mysqli_query($cnx,$sql_inset_score);
88 #####send respnse to game page in json format (format supported by
... jquery)#####
89 echo json_encode(['end'=>$end, 'score'=>$last_score, 'score_val'=>$new_score,
... 'html_end'=>$html_end]);
90
91 }
92
93
94
```