



Google Sheet Data as JSON for AJAX data

1. Set up your spreadsheet with questions, answers and options for the player.

Question	Correct	Answer 1	Answer 2	Answer 3	Answer 4
What color is the sky	blue	red	green	purple	
What color is the grass	green	blue	pink	orange	purple
What is 5 + 7	12	6	8	0	23
What is 5 + 9	14	6	8	0	23
What is 5 + 5	10	6	8	0	23

2. Get your spreadsheet ID to use in a Google Script


```
}
```

5. Create Your WebApp to output Sheet data as a JSON object

```
function doGet(e){  
  const output = JSON.stringify({  
    status:'success',  
    data:outputData()  
  })  
  return  
  ContentService.createTextOutput(output).setMimeType(ContentService.MimeType.JSON);  
}
```

6. Create your HTML file to host the JavaScript AJAX request to the Web App Endpoint

```
<!DOCTYPE html>  
<html>  
  <head>  
    <title>Sheet Quiz</title>  
    <style>  
      *{  
        box-sizing:border-box;  
      }  
      .btn{  
        display:block;  
        margin:10px auto;  
        padding:10px;  
      }  
      .message{  
        width:80%;  
        border:1px solid #ddd;  
        padding:5px;  
      }  
    </style>  
  </head>  
</html>
```

```

        margin:auto;
    }
    .box{
        display:inline-block;
        border:1px solid #ddd;
        padding:5px;
        width:25%;
        text-align:center;
        text-transform:capitalize;
    }
    .box1:hover{
        background-color:black;
        color:white;
        cursor:pointer;
    }
</style>
</head>
<body>
    <div class="output"></div>
    <script src="app2.js"></script>
</body>
</html>

```

7. Create your JavaScript code to load the JSON data into an object which can be used within the JavaScript Code. Create page elements using JavaScript DOM element create and add event listeners to create page interactions with the game data.

```

const url =
'https://script.google.com/macros/s/AKfycbxWcrVQhM0jX3bypudDtbqu
imzCceSWr3Ma4kwNKpHENA0EOXwSqvgQVpMXdVBDce7wQQ/exec';
const output = document.querySelector('.output');

```

```

const game = {question:0,total:0,data:[],score:0};
document.addEventListener('DOMContentLoaded',init);

function init(){
  console.log('ready');
  output.innerHTML = '';
  const btn = document.createElement('button');
  btn.disabled = true;
  start(btn);
  game.question = 0;
  game.total = 0;
  game.score = 0;
  game.data = [];
  fetch(url)
    .then(res => res.json())
    .then((data)=>{
      console.log(data);
      game.total = data.data.length;
      game.data = data.data;
      btn.disabled = false;
    })
}

function start(btn){
  const html = `Welcome to the quiz. Press the button below to
start the QUIZ.`;
  const div = maker('div',html,'message',output);
  btn.textContent = 'Start Game';
}

```

```

    btn.classList.add('btn');
    div.append(btn);
    btn.addEventListener('click',loadQuestion);
}

function loadQuestion(){
    output.innerHTML = '';
    if(game.question >= game.total){
        const html = `

# Game Over</h1><div>You got ${game.score} out of ${game.total} correct.</div>`; const div = maker('div',html,'message',output); const btn3 = maker('button','Play Again','btn', div); btn3.addEventListener('click',init); }else{ const div = maker('div','','message',output); const val = game.data[game.question]; //console.log(val.question); const question = maker('div`,`${val.question}?`,`question',div); const optList = maker('div','','opts',div); val.arr.forEach((opt)=>{ ///console.log(opt); const temp = maker('div',opt,'box',optList); temp.classList.add('box1'); temp.myObj = { opt:opt, answer:val.answer }; }); } }


```

```

        temp.addEventListener('click',checker);
    })
}
//console.log('question');
}
function checker(e){
    const val = e.target.myObj;
    //console.log(val.opt);
    //console.log(val.answer);
    removeClicks();
    e.target.style.color = 'white';
    let html = '';
    if(val.opt == val.answer){
        game.score++;
        e.target.style.backgroundColor = 'green';
        html = `Correct!`;
    }else{
        e.target.style.backgroundColor = 'red';
        html = `Wrong!`;
    }
    const parent = e.target.parentElement;
    console.log(parent);
    game.question++;
    const rep = game.question == game.total ? 'End Game' : 'Next
Question';
    const feedback = maker('div',html,'message',parent);
    const btn2 = maker('button',rep,'btn',parent);
    btn2.addEventListener('click',loadQuestion);
}

```

```
}  
  
function removeClicks(){  
  const boxes = document.querySelectorAll('.box');  
  boxes.forEach((ele)=>{  
    ele.removeEventListener('click',checker);  
    ele.style.color = '#ddd';  
    ele.classList.remove('box1');  
  })  
}  
  
function maker(eleType,html,cla,parent){  
  const ele = document.createElement(eleType);  
  ele.innerHTML = html;  
  ele.classList.add(cla);  
  return parent.appendChild(ele);  
}
```