

Day 27

setTimeout()

Question 1: Write a function called `delayedGreeting` that displays a greeting message after a specified delay.

For example, The `delayedGreeting` function uses the `setTimeout` function to schedule a greeting message to be displayed after a delay of 3000 milliseconds (3 seconds). When the function is called, the `setTimeout` function sets a timer, and after the specified delay, it executes the callback function that logs the greeting message to the console.

Question 2: Write a function called `countdown` that displays a countdown from a specified number to zero.

For example, The `countdown` function takes a `startingNumber` as a parameter and uses a nested function called `displayCount` to handle the countdown. Inside `displayCount`, the current number is displayed, and then decremented. If the current number is greater than or equal to zero, the function sets a timer using `setTimeout` to call `displayCount` again after a delay of 1000 milliseconds (1 second). This creates a countdown effect.

Question 3: Create a simple quiz application that displays a question after a specified delay and accepts the user's answer.

For example, The `askQuestion` function takes three parameters: `question`, `answer`, and `delay`. It uses the `setTimeout` function to display the question after the specified delay. After displaying the question, the function prompts the user to enter their answer. The user's answer is compared with the correct answer (case-insensitive comparison using `toLowerCase()`). Depending on the user's response, the function logs "Correct!" or "Incorrect." If the user's answer is incorrect, the function also displays the correct answer.