

```
<span>0pt/Bad</span>
<span>1pt/Partially satisfy</span>
<span>2pt/Perfect</span>
```

```
<div class="semi-form-field-main jimu-form-field-main"><div class="jimu-comp-radio
semi-radioGroup semi-radioGroup-wrapper semi-radioGroup-horizontal
semi-radioGroup-horizontal-default"><label class="semi-radio"><span
class="semi-radio-inner"><input type="checkbox" name="default"
aria-labelledby="addon-0i3bap4"><span
class="semi-radio-inner-display"></span></span><div class="semi-radio-content"><span
class="semi-radio-addon" x-semi-prop="children" id="addon-0i3bap4"><div
class="jimu-comp-radio-label-content"><span>0pt/Bad</span></div></span></div></label><l
abel class="semi-radio"><span class="semi-radio-inner"><input type="checkbox"
name="default" aria-labelledby="addon-mreakfa"><span
class="semi-radio-inner-display"></span></span><div class="semi-radio-content"><span
class="semi-radio-addon" x-semi-prop="children" id="addon-mreakfa"><div
class="jimu-comp-radio-label-content"><span>1pt/Partially
satisfy</span></div></span></div></label><label class="semi-radio"><span
class="semi-radio-inner"><input type="checkbox" name="default"
aria-labelledby="addon-l88kcio"><span
class="semi-radio-inner-display"></span></span><div class="semi-radio-content"><span
class="semi-radio-addon" x-semi-prop="children" id="addon-l88kcio"><div
class="jimu-comp-radio-label-content"><span>2pt/Perfect</span></div></span></div></label
></div></div>
```

```
(function clickLoop() {
  // Define the text to search for
  const pos1Text = '0pt/Bad';
  const pos2Text = '1pt/Partially satisfy';
  const pos3Text = '2pt/Perfect';

  // Function to find an element by its text content
  const findElementByText = (text) => {
    const elements = document.querySelectorAll('div.jimu-comp-radio-label-content span');
    // Select all relevant span elements
    for (let element of elements) {
      if (element.textContent.trim() === text) {
        return element;
      }
    }
    return null; // Return null if not found
  };

  // Function to simulate clicking on Pos1, Pos2, and Pos3 with a delay
```

```

const clickPositions = () => {
  // Find the positions
  const pos1 = findElementByText(pos1Text);
  const pos2 = findElementByText(pos2Text);
  const pos3 = findElementByText(pos3Text);

  // Check if all elements are found
  if (pos1 && pos2 && pos3) {
    // Simulate a click on Pos1
    pos1.click();
    console.log('Clicked on Pos1: ' + pos1Text);

    // Delay for 1 second, then click Pos2
    setTimeout(() => {
      pos2.click();
      console.log('Clicked on Pos2: ' + pos2Text);

      // Delay for another 1 second, then click Pos3
      setTimeout(() => {
        pos3.click();
        console.log('Clicked on Pos3: ' + pos3Text);

        // After 1 second, repeat the process in a loop
        setTimeout(clickPositions, 1000);
      }, 1000);
    }, 1000);
  } else {
    console.error("Couldn't find one or more positions.");
  }
};

// Function to send a courtesy message every 30 seconds
const sendCourtesyMessage = () => {
  console.log("Courtesy of Dimitri, please give him a thank");
  setTimeout(sendCourtesyMessage, 30000); // Repeat every 30 seconds
};

// Start the clicking loop
clickPositions();

// Start sending courtesy messages
sendCourtesyMessage();
})();

```

