

CMPS 2680 Lab 6

Spring 2024

Part 1 - Setup

1. For this assignment you will have multiple files, so I would highly recommend creating a lab6 folder.
2. Inside of the lab6 folder you will run the following commands:

```
wget https://www.cs.csub.edu/~paul/cs2680/labs/lab6.zip
unzip lab6
```

This will provide you with a starting website you will add javascript functionality to.

3. Review `guess.html` and become familiar with how it is set up.
Notice the id attributes that have been added to the various elements.
YOU WILL NOT MAKE ANY CHANGES TO `guess.html` FOR THIS LAB!
4. Review `script.js` and make sure you understand the existing code.
Notice there are two sections marked **TODO**, this is where you will write your code.

Part 2 - Modify `script.js`

TODO #1:

1. Use `getElementById` and `addEventListener` to add a "click" event to the `newGame` button.
This click event will call the `startGame` function you will define later.
2. Use `getElementById` and `addEventListener` to add a "click" event to the `guessNumber` button.
This click event will call the `playGame` function you will define later.

TODO #2:

1. Define a function called `startGame()` that will do the following (in this order):
 - a. Use the provided `genRandom` function to get a random number between -10 and 10
Assign the returned value to the provided global variable `number`
 - b. Use `if/else` blocks to analyze the number and create at least 3 clues (as strings)
 - c. Assign these clues to the `innerHTML` of the "clues" div
(You may want to create a variable to build your output using concatenation so you only have to update the `innerHTML` once at the end)
2. Define a function called `playGame()` that will do the following (in this order):
 - a. Use an `if` block to check if `number` is `null`
If it is, use `window.alert` to notify the player that they must click "New Game" and end the function early using the `return;` statement.
 - b. Use `window.prompt` and have the user enter their guess.
Assign the returned value from the prompt to a variable called `guess`
 - c. Use an `if/else` block to check if `guess` equals `number`
 - If they guess the right number, use `window.alert` to notify the user they won
 - If they guess the wrong number, use `window.alert` to notify the user they lost
 - Whether they win or lose, you should also include the value of `number` in the prompt
 - d. Assign `number` to `null`

Completed Example

The Guessing Game

Try to guess the number based on the following clues:

The number is between -10 and 10
The number is odd!
The number is divisible by 3!
The number is negative

New Game Guess Number

cs.csub.edu says
GUESS THE NUMBER:

Try

The number is between -10 and 10
The number is odd!
The number is divisible by 3!
The number is negative

New Game Guess Number

cs.csub.edu says
YOU LOOSE!
The correct answer was: -3

Try

The number is odd!
The number is divisible by 3!
The number is negative

New Game Guess Number

cs.csub.edu says
Click "New Game" First!

Try

Click "New Game" To Begin!

New Game Guess Number