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 getElementByld 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 getElementByld 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
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

Completed Example