4COSCO11C: Web Design and Development

Tutorial 07 A Simple Math Game

Your Web Pages should follow the following specifications:

* Using JavaScript, prompt the user to answer 10 maths questions of your choice (e.g. 12 x 6, 26 - 7, etc. ) You should prompt the user 10 times with a different question each time.
* Record the answers and compare them to the correct answers.
* After each answer or once the user has answered all 10 questions, display on the page each question, the users's answer and a message saying whether the answer was correct or not. In addition, use a tick symbol (✓) using the &checkmark; sequence if the answer is correct, and a cross symbol (✗) using the &cross; sequence
* In case of incorrect answer, also display the correct answer.
* The symbols and feedback to the user need to be in a different colour. Use CSS classes for this in an embedded or external Cascading Style Sheet.

See the images below to get an idea of the sequence:



