# Html -

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <meta http-equiv="X-UA-Compatible" content="ie=edge">

    <title>Number Guessing Game</title>

    <link rel="stylesheet" href="NoGuessGame.css">

</head>

<body>

    <h1>Number guessing game</h1>

    <p>Try and guess a random number between 1 and 100.</p>

    <p>You have 10 attempts to guess the right number.</p>

    <br>

    <div id="wrapper">

        <form class="form">

            <label2 for="guessField" id="guess">Guess a number</label>

            <input type="text" id="guessField" class="guessField">

            <input type="submit" id="subt" value="Submit guess" class="guessSubmit">

        </form>

        <div class="resultParas">

            <p >Previous Guesses: <span class="guesses"></span></p>

            <p >Guesses Remaining: <span class="lastResult">10</span></p>

            <p class="lowOrHi"></p>

        </div>

    </div>

    <script src="NoGuessGame.js"></script>

</body>

</html>

# Css-

html {

    font-family: sans-serif;

}

body {

    width: 50%;

    max-width: 750px;

    min-width: 480px;

    margin: 0 auto;

}

.lastResult {

    color: white;

    padding: 7px;

}

.guesses {

    color: white;

    padding: 7px;

}

button {

    background-color: purple;

    color: #fff;

    width: 250px;

    height: 50px;

    border-radius: 25px;

    font-size: 30px;

    border-style: none;

    margin-top: 30px;

    /\* margin-left: 50px; \*/

}

#subt {

    background-color: yellow;

    color: #000;

    width: 350px;

    height: 50px;

    border-radius: 25px;

    font-size: 30px;

    border-style: none;

    margin-top: 50px;

    /\* margin-left: 75px; \*/

}

#guessField {

    color: #000;

    width: 550px;

    height: 100px;

    font-size: 30px;

    border-style: none;

    margin-top: 25px;

    font-size: 45px;

    /\* margin-left: 50px; \*/

    border: 5px solid #14727d;

    text-align: center;

}

#guess {

    font-size: 55px;

    /\* margin-left: 90px; \*/

    margin-top: 120px;

    color: #fff;

}

.guesses {

    background-color: #12aab4;

}

#wrapper {

    box-sizing: border-box;

    text-align: center;

    width: 750px;

    height: 550px;

    background-color: #12aab4;

    color: #fff;

    font-size: 25px;

}

h1 {

    background-color: #7b3056;

    color: #fff;

    text-align: center;

    width: 750px;

}

p {

    font-size: 20px;

    text-align: center;

}

# Js-

//Generate a random number between 1 and 100

let randomNumber = parseInt((Math.random()\*100)+1);

const submit = document.querySelector('#subt');

const userInput = document.querySelector('#guessField');

const guessSlot = document.querySelector('.guesses');

const remaining = document.querySelector('.lastResult');

const startOver = document.querySelector('.resultParas');

const lowOrHi = document.querySelector('.lowOrHi');

const p = document.createElement('p');

let previousGuesses = [];

let numGuesses = 1;

let playGame = true;

if (playGame){

    subt.addEventListener('click', function(e){

        e.preventDefault();

        //Grab guess from user

        const guess = parseInt(userInput.value);

        validateGuess(guess);

    });

}

function validateGuess(guess){

    if (isNaN(guess)){

        alert('Please enter a valid number');

    } else if (guess < 1) {

        alert('Please enter a number greater than 1!');

    } else if (guess > 100){

        alert('Please enter a number less than 500!')

    } else {

        //Keep record of number of attempted guesses

        previousGuesses.push(guess);

        //Check to see if game is over

        if (numGuesses === 11){

            displayGuesses(guess);

            displayMessage(`Game Over! Number was ${randomNumber}`);

            endGame();

        } else {

        //Display previous guessed numbers

        displayGuesses(guess);

        //Check guess and display if wrong

        checkGuess(guess);

        }

    }

}

function checkGuess(guess){

    //Display clue if guess is too high or too low

    if (guess === randomNumber){

        displayMessage(`You guessed correctly!`);

        endGame();

    } else if (guess < randomNumber) {

        displayMessage(`Too low! Try again!`);

    } else if (guess > randomNumber) {

        displayMessage(`Too High! Try again!`);

    }

}

function displayGuesses(guess){

    userInput.value = '';

    guessSlot.innerHTML += `${guess}  `;

    numGuesses++

    remaining.innerHTML = `${11 - numGuesses}  `;

}

function displayMessage(message){

        lowOrHi.innerHTML = `<h1>${message}</h1>`

}

function endGame(){

    //Clear user input

    userInput.value = '';

    //Disable user input button

    userInput.setAttribute('disabled', '');

    //Display Start new Game Button

          p.classList.add('button');

          p.innerHTML = `<h1 id="newGame">Start New Game</h1>`

    startOver.appendChild(p);

    playGame = false;

    newGame();

}

function newGame(){

    const newGameButton = document.querySelector('#newGame');

    newGameButton.addEventListener('click', function(){

        //Pick a new random number

        randomNumber = parseInt((Math.random()\*100)+1);

        previousGuesses = [];

        numGuesses = 1;

        guessSlot.innerHTML = '';

        lowOrHi.innerHTML = '';

        remaining.innerHTML = `${11 - numGuesses}  `;

        userInput.removeAttribute('disabled');

        startOver.removeChild(p);

        playGame = true;

    })

}