**Lab 9: The Blur Game:**

I hosted the actual app to the link below:

<https://polite-youtiao-504da8.netlify.app/blurgame>

For a cleaner look for the code and the file structure, please check the GitHub repo in the link below:

<https://github.com/AhmedAbdelRazak/RCC/tree/master/Chapter9/BlurGame>

**BlurGame.html:**

<!DOCTYPE html>

<html lang="en">

    <head>

        <meta charset="UTF-8" />

        <title>Image Guess</title>

        <style>

            body {

                margin: 20px;

            }

            img {

                margin: 20px;

            }

        </style>

    </head>

    <body>

        <img id="zero" src="zeroblur.jpg" />

        <img id="one" src="oneblur.jpg" />

        <img id="two" src="twoblur.jpg" />

        <img id="three" src="threeblur.jpg" />

        <img id="four" src="fourblur.jpg" />

        <img id="five" src="fiveblur.jpg" />

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

    </body>

</html>

**BlurGame.js:**

window.onload = function () {

    //get the image elements by the tag name

    var images = document.getElementsByTagName("img");

    //use an array and a for loop to iterate over the pictures

    for (var i = 0; i < images.length; i++) {

        //when you click on the pictures in the image array, assign to the showAnswer handler;

        images[i].onclick = showAnswer;

    }

};

function showAnswer(eventObj) {

    // console.log(eventObj.target, "event");

    //instaniate the image var using eventObj with the target method

    var image = eventObj.target;

    //instantiate the name var using image with the id tag

    var name = image.id;

    //make sure you handle the names of the normal (not blurred) photos using string concatenation

    name = name + ".jpg";

    image.src = name;

    //set a 2 second timeout for the reblur

    setTimeout(reblur, 2000, image);

}

function reblur(image) {

    //instantiate the name var using image with the id method

    var name = image.id;

    //make sure you handle the name of the blur file using string concatenation

    name = name + "blur.jpg";

    image.src = name;

}

**Final Output right after the page loads:**

**A picture containing background pattern

Description automatically generated**

**Final output after clicking on picture zero and one:**

**Graphical user interface, application

Description automatically generated**

**For sure if you tried the link below, you will be sure that the reblur function is being triggered but after 2 seconds of clicking a photo.**

<https://polite-youtiao-504da8.netlify.app/blurgame>