

JavaScript Course – Lecture 2

Challenge Task

Guess the Secret Number

Your mission is to design and implement a small game using JavaScript. The computer will secretly select a number, and the player must try to find it. This task will test your ability to use conditional statements and loops effectively.

Requirements:

- The program must secretly choose a number between 1 and 50.
- The player should be able to attempt multiple guesses until they find the correct number.
- For every guess, the program must clearly inform the player if they are correct or not.
- The program must keep track of the number of attempts made by the player.
- Once the player succeeds, the program should announce the result in a clear and engaging way.

Note: Focus on writing clean, readable code and make sure your game is interactive and user-friendly.