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# Javascript Game - How Many Fingers?: howmanyfingers.html

```
<!doctype html>
```

```
<html>
```

```
  <head>
```

```
    <title>Learning Javascript</title>
```

```
    <meta charset="utf-8" />
```

```
    <meta http-equiv="Content-type" content="text/html; charset=utf-8" />
```

```
    <meta name="viewport" content="width=device-width, initial-scale=1" />
```

```
  </head>
```

```
  <body>
```

```
    <p>How many fingers am I holding up?</p>
```

```
    <input id="answer" />
```

```
    <button id="myButton">Submit</button>
```

```
    <script type="text/javascript">
```

```
document.getElementById("myButton").onclick=function() {
```

```
    var x=Math.random();
```

```
    x=6*x;
```

```
    x=Math.floor(x);
```

```
    if (x==document.getElementById("answer").value) {
```

```
        alert("That's correct!");
```

```
    } else {
```

```
        alert("That's wrong! My number was "+x);
```

```
    }
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```