

Lesson 9

The Dice Game(3)

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Outline

- Review
- Knowledge
- Exercise
- Q&A
- Assignment

Review

Create a page to draw two dices.

Implement Loop

Review

Create a page to draw random number(between 6 to 10) dices.

Implement Loop and Random.

Knowledge

Loop in JavaScript:

- **for** - loops through a block of code a number of times
- **for/in** - loops through the properties of an object
- **for/of** - loops through the values of an iterable object
- **while** - loops through a block of code while a specified condition is true
- **do/while** - loops through a block of code once, and then repeats the loop while a specified condition is true

Knowledge

Loop in JavaScript:

- **for** - loops through a block of code a number of times

```
for (statement 1; statement 2; statement 3) {  
    // code block to be executed  
}
```

Knowledge

Loop in JavaScript:

- **for/in** - loops through the properties of an object

```
var person = {fname:"John", lname:"Doe", age:25};
```

```
var text = "";
```

```
var x;
```

```
for (x in person) {  
    text += person[x] + " ";  
}
```

Knowledge

Loop in JavaScript:

- **for/of** - loops through the values of an iterable object

```
var cars = ['BMW', 'Volvo', 'Mini'];
```

```
var x;
```

```
for (x of cars) {  
    document.write(x + "<br >");  
}
```


Knowledge

Loop in JavaScript:

- **while** - loops through a block of code while a specified condition is true

```
while (condition) {  
    // code block to be executed  
}
```

Knowledge

Loop in JavaScript:

- **do/while** - loops through a block of code once, and then repeats the loop while a specified condition is true

```
var text = "";  
var i = 0;  
do {  
    text += "The number is " + i;  
    i++;  
}  
while (i < 5);
```

Exercise

Draw multiple dices

Knowledge

Displaying Text Output Using a Form

Key HTML elements:

- `<form></form>`
- `<input/>`
- `<button></button>`

Knowledge

Displaying Text Output Using a Form

- `<input/>`

```
<input type="button">  
<input type="checkbox">  
<input type="color">  
<input type="date">  
<input type="datetime-local">  
<input type="email">  
<input type="file">  
<input type="hidden">  
<input type="image">  
<input type="month">  
<input type="number">  
<input type="password">  
<input type="radio">  
<input type="range">  
<input type="reset">  
<input type="search">  
<input type="submit">  
|<input type="tel">|  
<input type="text">  
<input type="time">  
<input type="url">  
<input type="week">
```

Exercise

Displaying Text Output Using a Form

Q&A

Assignment

Binding the function Draw Dice to the “THROW DICE” button