1. **GUESS A NUMBER BASED ON USER INPUT**

**SOLUTION**

Javascript to guess a number between 1-100

**CODE**

<html>  
<body>  
<script>  
var x = Math.floor(Math.random() \* 100) + 1;  
var turns = 5;  
var hint = 'Guessmy number, 1-100!';  
  
while (turns > 0) {  
  var guess = prompt(hint +  
      ' You have ' + turns + ' guesses left.');  
  if (!guess) break;  
  guess = Number(guess);  
  if (guess == x) {  
    document.write('<p>YOU WIN!</p>' +  
      '<p><img src="/images/photo/gold\_trophy.jpg">');  
    turns = 0;  
  } else {  
    hint = 'Nope.';  
    if (guess < x) hint += ' Too small!';  
    if (guess > x) hint += ' Too big!';  
    turns = turns - 1;  
  }  
}  
alert('The secret number was ' + x + '.');  
</script>  
</body>  
</html>

1. **DISPLAY CLOCK USING JAVASCRIPT**

**SOLUTION**

Javascript to display a clock

**CODE**

<!DOCTYPE html>

<html>

<head>

<script>

function startTime() {

var today = new Date();

var h = today.getHours();

var m = today.getMinutes();

var s = today.getSeconds();

m = checkTime(m);

s = checkTime(s);

document.getElementById('txt').innerHTML =

h + ":" + m + ":" + s;

var t = setTimeout(startTime, 500);

}

function checkTime(i) {

if (i < 10) {i = "0" + i}; // add zero in front of numbers < 10

return i;

}

</script>

</head>

<body onload="startTime()">

<div id="txt"></div>

</body>

</html>