• Complete code of check button

```
function check()
   get_answer = document.getElementById("input_check_box").value;
   answer = get_answer.toLowerCase();
   console.log("answer in lower case - " + answer);
   if(answer == word)
       if(answer_turn == "player1")
           player1_score = player1_score +1;
           document.getElementById("player1_score").innerHTML = player1_score;
       else
           player2_score = player2_score +1;
           document.getElementById("player2_score").innerHTML = player2_score;
   if(question_turn == "player1")
       question_turn = "player2"
       document.getElementById("player_question").innerHTML = "Question Turn - " + player2_name ;
   else
       question_turn = "player1"
       document.getElementById("player_question").innerHTML = "Question Turn - " + player1_name ;
   if(answer_turn == "player1")
       answer_turn = "player2"
       document.getElementById("player_answer").innerHTML = "Answer Turn - " + player2_name ;
   else
       answer_turn = "player1"
       document.getElementById("player_answer").innerHTML = "Answer Turn - " + player1_name ;
   document.getElementById("output").innerHTML = "";
```

```
Output of - 

Console.log("answer in lower case - " + answer);

answer in lower case - action

game_page.js:55
```

Output -

```
if(answer_turn == "player1")
{
    player1_score = player1_score +1;
    document.getElementById("player1_score").innerHTML = player1_score;
}
else
{
    player2_score = player2_score +1;
    document.getElementById("player2_score").innerHTML = player2_score;
}

Mahdi

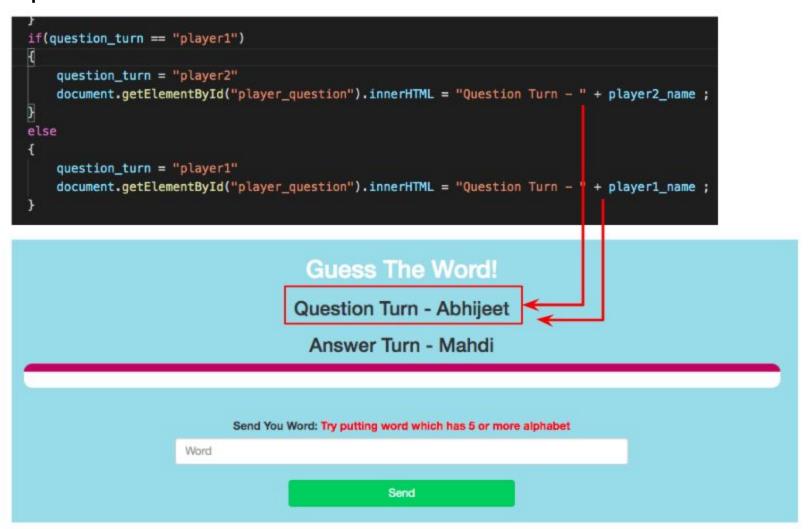
Abhiject:0

Guess The Word!

Question Turn - Abhiject

Answer Turn - Mahdi
```

Output -





• Complete code of game_page.js

player1_name = localStorage.getItem("player1_name"); player2_name = localStorage.getItem("player2_name");

```
player1_score = 0;
    player2_score = 0;
document.getElementById("player1_name").innerHTML = player1_name + " : ";
document.getElementById("player2_name").innerHTML = player2_name + " : ";
document.getElementById("player1_score").innerHTML = player1_score ;
document.getElementById("player2_score").innerHTML = player2_score ;
document.getElementById("player_question").innerHTML = "Question Turn - " + player1_name ;
document.getElementById("player_answer").innerHTML = "Answer Turn - " + player2_name ;
function send() {
    get_word = document.getElementById("word").value;
    word = get_word.toLowerCase();
    console.log("word in lowerCase = " + word);
    charAt1 = word.charAt(1);
    console.log(charAt1);
    lenght_divide_2 = Math.floor(word.length/2);
    charAt2 = word.charAt(lenght_divide_2);
    console.log(charAt2);
    lenght_minus_1 = word.length - 1;
    charAt3 = word.charAt(lenght_minus_1);
    console.log(charAt3);
    remove_charAt1 = word.replace(charAt1, "_");
    remove_charAt2 = remove_charAt1.replace(charAt2, "_");
    remove_charAt3 = remove_charAt2.replace(charAt3, "_");
    console.log(remove_charAt3);
    question_word = "<h4 id='word_display'> Q. "+remove_charAt3+"</h4>";
    input_box = "<br/>dr>Answer : <input type='text' id='input_check_box'>";
    check_button = "<br><br><button class='btn btn-info' onclick='check()'>Check</button>";
    row = question_word + input_box + check_button ;
    document.getElementById("output").innerHTML = row;
document.getElementById("word").value = "";
```

```
question_turn = "player1";
answer_turn = "player2";
```

```
function check()
   get_answer = document.getElementById("input_check_box").value;
   answer = get_answer.toLowerCase();
   console.log("answer in lower case - " + answer);
   if(answer == word)
       if(answer_turn == "player1")
           player1_score = player1_score +1;
           document.getElementById("player1_score").innerHTML = player1_score;
       else
           player2_score = player2_score +1;
           document.getElementById("player2_score").innerHTML = player2_score;
   if(question_turn == "player1")
       question_turn = "player2"
       document.getElementById("player_question").innerHTML = "Question Turn - " + player2_name ;
   else
       question_turn = "player1"
       document.getElementById("player_question").innerHTML = "Question Turn - " + player1_name ;
   if(answer_turn == "player1")
       answer_turn = "player2"
       document.getElementById("player_answer").innerHTML = "Answer Turn - " + player2_name ;
   else
       answer_turn = "player1"
       document.getElementById("player_answer").innerHTML = "Answer Turn - " + player1_name ;
   document.getElementById("output").innerHTML = "";
```