



Practical 1:- Build a “Guess the Number Game” using JavaScript.

Index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Practical 1</title>
</head>
<style>
  .table{
    align-items: center;
    text-align: center;
    padding: auto;
  }
</style>
<body>
  <table border="1">
    <tr>
      <th colspan="3">
        <h1>Guess the Number</h1>
      </th>
    </tr>
    <form action="#">
      <tr>
        <td>
          <input type="text" id="txt1" placeholder="Enter number">
        </td>
        <td>
          <input type="submit" value="start Guess" id="btn1">
        </td>
        <td>
          <input type="submit" onclick="reset()" value="Reset"
id="btn2">
        </td>
      </tr>
    </form>
    <tr>
      <div id="box">
        <td>
          <p>Previous Guesses: <span id="hh1"></span></p>
        </td>
        <td colspan="2">
          <p>Remaining Count: <span id="hh2"></span></p>
        </td>
      </div>
    </tr>
    <tr>
      <td colspan="3">
        <p id="lowHigh"></p>
        <p id="random"></p>
      </td>
    </tr>
  </table>
```



```
</table>
<script src="jquery.js"></script>
<script src="app.js"></script>
</body>
</html>
```

Game.js

```
var randomNumber=parseInt((Math.random()*100)+1);
var userInput=document.getElementById('txt1');
var submitBtn=document.getElementById('btn1');
var guessNo=document.getElementById('hh1');
var remainingCount=document.getElementById('hh2');
var lowHigh=document.getElementById('lowHigh');
var parentDiv=document.getElementById('box');
var newResetButton=document.createElement('button');
var playGame=true;
var random = document.getElementById('random');
var previousGuesses=[];
var numberGuess=1;
var reset = document.getElementById('btn2');
$("#btn2").hide();
if(playGame)
{
    submitBtn.addEventListener('click',function(e)
    {
        e.preventDefault();
        var guess=parseInt(userInput.value);
        validateGuess(guess);
    });
    reset.addEventListener('click',function(e){
        e.preventDefault();
        guessNo.innerHTML='';
        remainingCount.innerHTML='';
        random.innerHTML='';
        lowHigh.innerHTML='';
        parentDiv.removeChild(newResetButton);
        previousGuesses = [];
    });
}
function validateGuess(guess)
{
    if(isNaN(guess)){
        alert('please enter number ');
    }
    else if(guess<1 || guess>100){
        alert('number must be in between 1 to 100');
    }
    else {
        previousGuesses.push(guess);
        if(numberGuess==5)
        {
            displayGuess(guess);
            endGame();
        }
    }
}
```



```
        else {
            displayGuess(guess);
            checkGuess(guess);
        }
    }
}
function displayGuess(guess)
{
    $("#btn2").show();
    guessNo.innerHTML+= ' '+guess;
    userInput.value='';
    numberGuess++;
    remainingCount.innerHTML=6-numberGuess;
}
function checkGuess(guess)
{
    if(guess==randomNumber)
    {
        lowHigh.innerHTML='You guess correct number '+randomNumber;
    }
    else if(guess<randomNumber)
    {
        lowHigh.innerHTML='Too Low!Try again';
    }
    else if(guess>randomNumber)
    {
        lowHigh.innerHTML='Too High!Try again';
    }
}
function endGame()
{
    userInput.value='';
    userInput.setAttribute('disabled','');
    newResetButton.innerHTML='StartNewGame';
    newResetButton.id="newGame";
    parentDiv.appendChild(newResetButton);
    random.innerHTML='Random Number: '+randomNumber;
    $("#btn2").hide();
    newGame();
}
function newGame()
{
    document.getElementById('newGame').addEventListener('click',function()
    {
        numberGuess = 1;
        randomNumber=parseInt((Math.random()*100)+1);
        userInput.removeAttribute('disabled');
        guessNo.innerHTML='';
        remainingCount.innerHTML='';
        random.innerHTML='';
        lowHigh.innerHTML='';
        parentDiv.removeChild(newResetButton);
    });
}
```



Output:-

<h1>Guess the Number</h1>	
<input type="text" value="Enter number"/>	<input type="button" value="start Guess"/>
Previous Guesses: 50 70 60 55 58	Remaining Count: 0
Too Low!Try again	
Random Number: 56	