

# Guessing Game (HTML + JS)

This is a simple web-based Guessing Game created using HTML, Bootstrap for styling, and JavaScript for functionality.

The game generates a random number between 1 and 100 and prompts the user to guess it. After each guess, the game provides feedback

on whether the guess was too high or too low and tracks the number of attempts. When the correct number is guessed, a modal displays the success message.

## Source Code:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Guessing Game</title>
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/css/bootstrap.min.css"
rel="stylesheet">
  <style>
    body {
      font-family: Arial, sans-serif;
    }
    .container {
      max-width: 400px;
      margin: 40px auto;
      padding: 20px;
      background-color: #f9f9f9;
      border: 1px solid #ddd;
      border-radius: 10px;
      box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);
    }
  </style>
</head>
<body>
  <div class="container">
    <h2>Guessing Game</h2>
    <p id="hint"></p>
    <div class="row">
      <div class="col-md-12">
        <label for="guess">Enter your guess:</label>
        <input type="number" id="guess" class="form-control">
      </div>
    </div>
  </div>
</body>
</html>
```

```

</div>
<div class="row mt-3">
  <div class="col-md-12">
    <button class="btn btn-primary" id="submit-guess">Submit Guess</button>
  </div>
</div>
<div class="row mt-3">
  <div class="col-md-12">
    <p id="attempts">Attempts: 0</p>
  </div>
</div>
<div class="modal fade" id="win-modal" tabindex="-1" role="dialog" aria-hidden="true">
  <div class="modal-dialog" role="document">
    <div class="modal-content">
      <div class="modal-header">
        <h5 class="modal-title">You Win!</h5>
        <button type="button" class="btn-close" data-bs-dismiss="modal"
aria-label="Close"></button>
      </div>
      <div class="modal-body">
        <p id="win-message"></p>
      </div>
    </div>
  </div>
</div>
<div class="modal fade" id="error-modal" tabindex="-1" role="dialog" aria-hidden="true">
  <div class="modal-dialog" role="document">
    <div class="modal-content">
      <div class="modal-header">
        <h5 class="modal-title">Error</h5>
        <button type="button" class="btn-close" data-bs-dismiss="modal"
aria-label="Close"></button>
      </div>
      <div class="modal-body">
        <p id="error-message"></p>
      </div>
    </div>
  </div>
</div>
</div>
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.2.3/dist/js/bootstrap.bundle.min.js"></script>
<script>
  let numberToGuess = Math.floor(Math.random() * 100) + 1;
  let attempts = 0;
  const hintElement = document.getElementById('hint');
  const guessInput = document.getElementById('guess');
  const submitGuessButton = document.getElementById('submit-guess');
  const attemptsElement = document.getElementById('attempts');
  const winModal = document.getElementById('win-modal');
  const winMessage = document.getElementById('win-message');
  const errorModal = document.getElementById('error-modal');
  const errorMessage = document.getElementById('error-message');

```

```

submitGuessButton.addEventListener('click', () => {
  const guess = parseInt(guessInput.value);
  if (isNaN(guess)) {
    errorMessage.textContent = 'Please enter a valid number.';
    bootstrap.Modal.getOrCreateInstance(errorModal).show();
    return;
  }
  attempts++;
  attemptsElement.textContent = `Attempts: ${attempts}`;
  if (guess < numberToGuess) {
    hintElement.textContent = 'Too low!';
  } else if (guess > numberToGuess) {
    hintElement.textContent = 'Too high!';
  } else {
    winMessage.textContent = `You won in ${attempts} attempts! The number was
    ${numberToGuess}.`;
    bootstrap.Modal.getOrCreateInstance(winModal).show();
    submitGuessButton.disabled = true;
  }
});
</script>
</body>
</html>

```