

## WebSphere Liberty on BlueMix

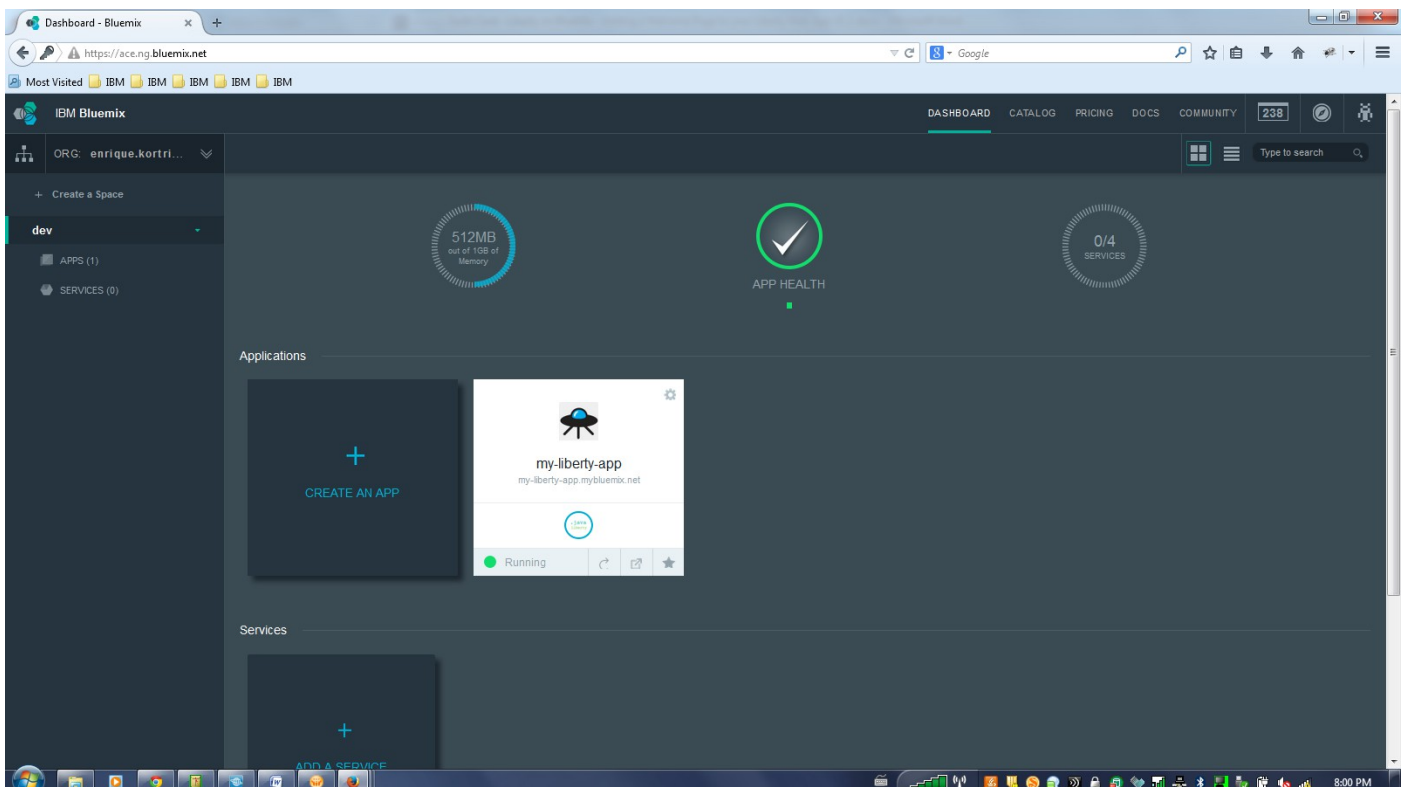
## Number Guessing Game for your App

### Step 1: Sign in to IBM Bluemix.

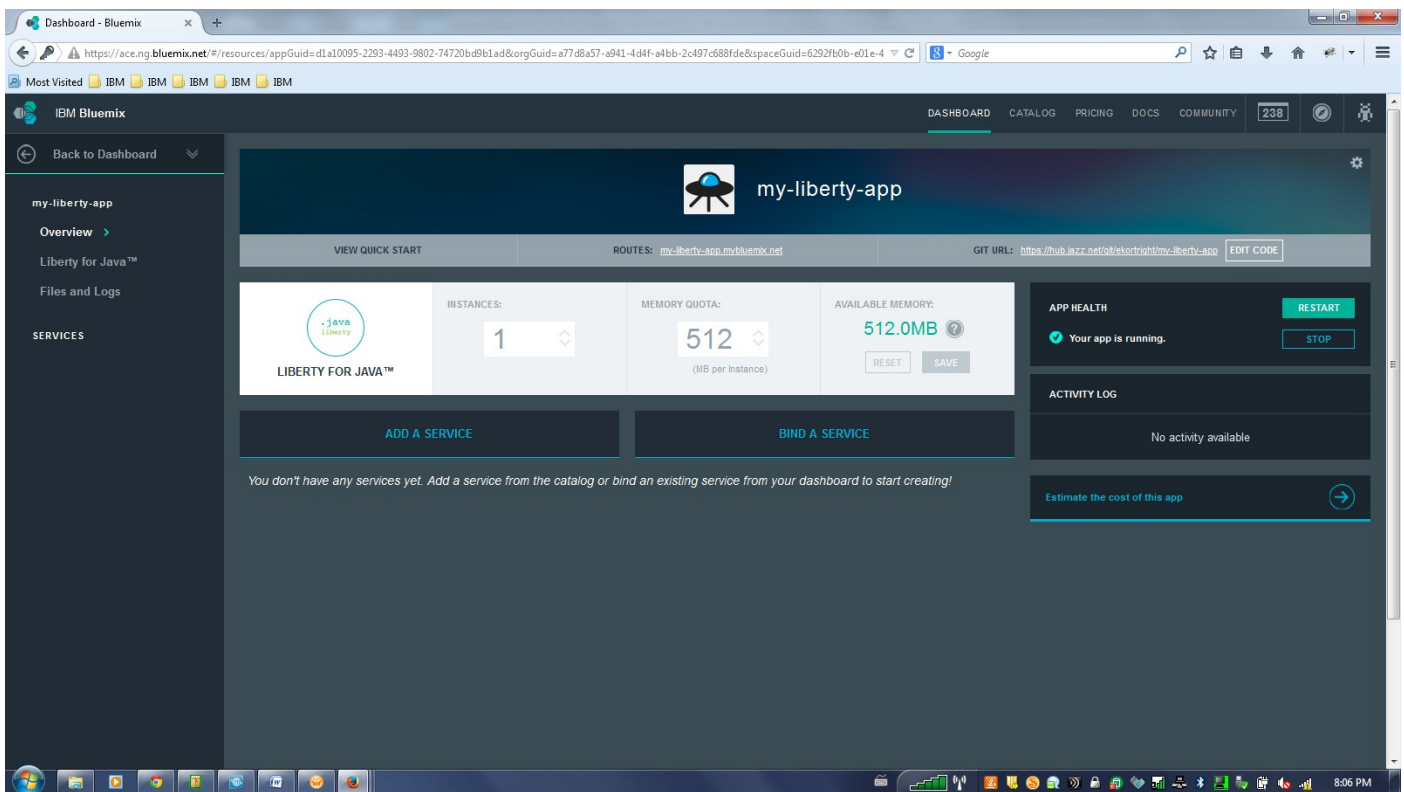
1. Go to <https://ibm.biz/bluemix4kids> and log in using your IBM id.



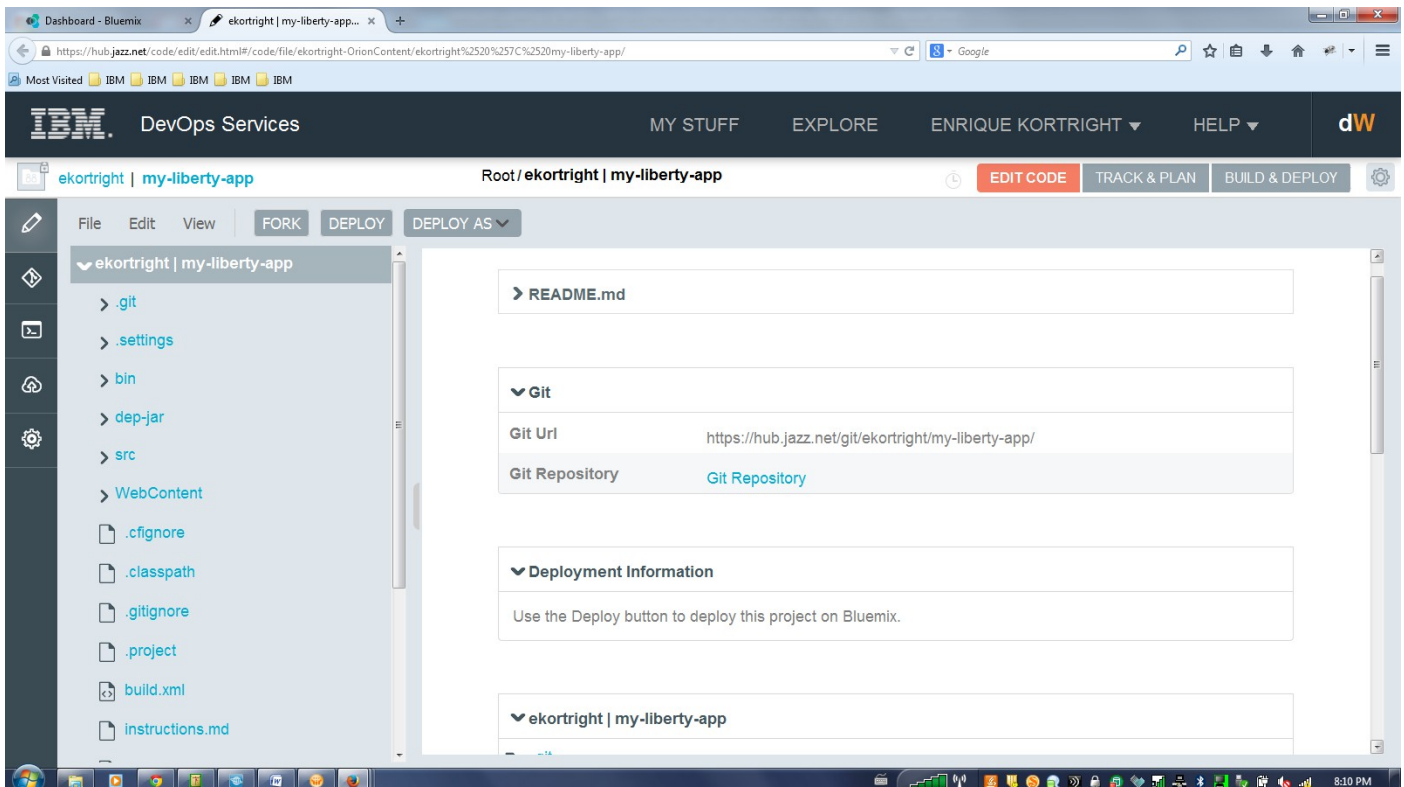
2. Make sure you see your Liberty web app in the Applications section of the screen.



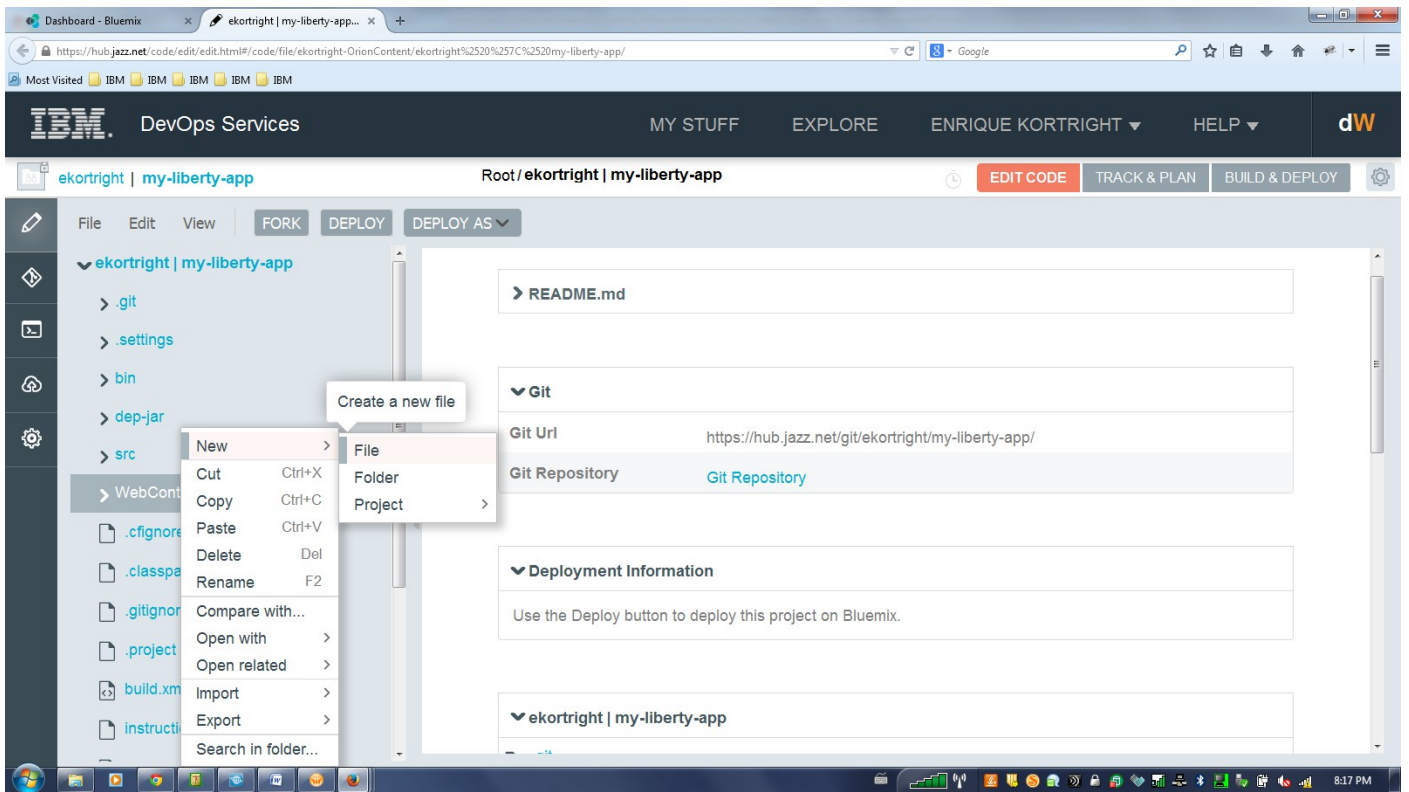
3. Click on the app to open it in the Bluemix UI.



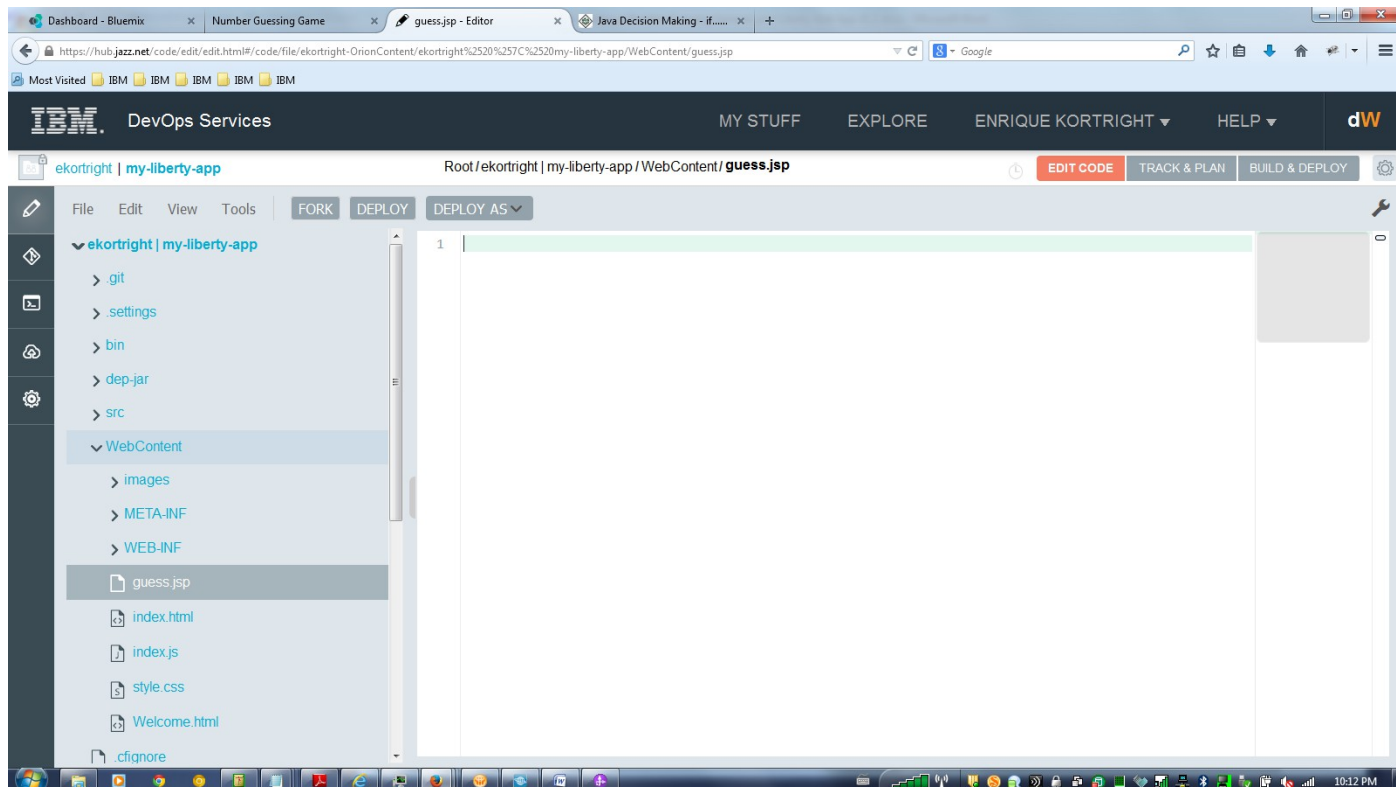
4. Click on EDIT CODE to go to your DevOps project. A new tab will open on your web browser and you will be placed in the DevOps Services UI in EDIT CODE mode:



5. In the left-hand side menu, right-click on WebContent and select New > File:



## 6. Name the file guess.jsp:



## 7. Type in the following HTML/JSP code to complete your Number Guessing game page:

```
<html>
<head>
<title>Number Guessing Game</title>
</head>

<body>
<h2>Number Guessing Game</h2>
```

```

<form action="guess.jsp" method="POST">
<%
    String action = request.getParameter("action");
    if (action == null) action = "";

    String gameState = request.getParameter("game-state");
    if (gameState == null) gameState = "";
    if (action.equals("start")) gameState = "in-progress";

    boolean inProgress = gameState.equals("in-progress");

    int number = 0;
    String numberString = request.getParameter("number");
    if (numberString != null) number = Integer.parseInt(numberString);

    if (!inProgress) {
        number = (int) (Math.random() * (99)) + 1;

        <input type="submit" name="submit" value="Start the game!"/>
        <input type="hidden" name="action" value="start"/>
    } else {
        int guess = 0;
        String guessString = request.getParameter("guess");
        if (guessString != null) guess = Integer.parseInt(guessString);

        if (guess == 0) {

            <b>Guess a number between 1 and 100</b>
            <input type="text" name="guess" />

        } else if (guess < number) {

            <b>Try higher!</b>
            <input type="text" name="guess" />

        } else if (guess > number) {

            <b>Try lower!</b>
            <input type="text" name="guess" />

        } else {

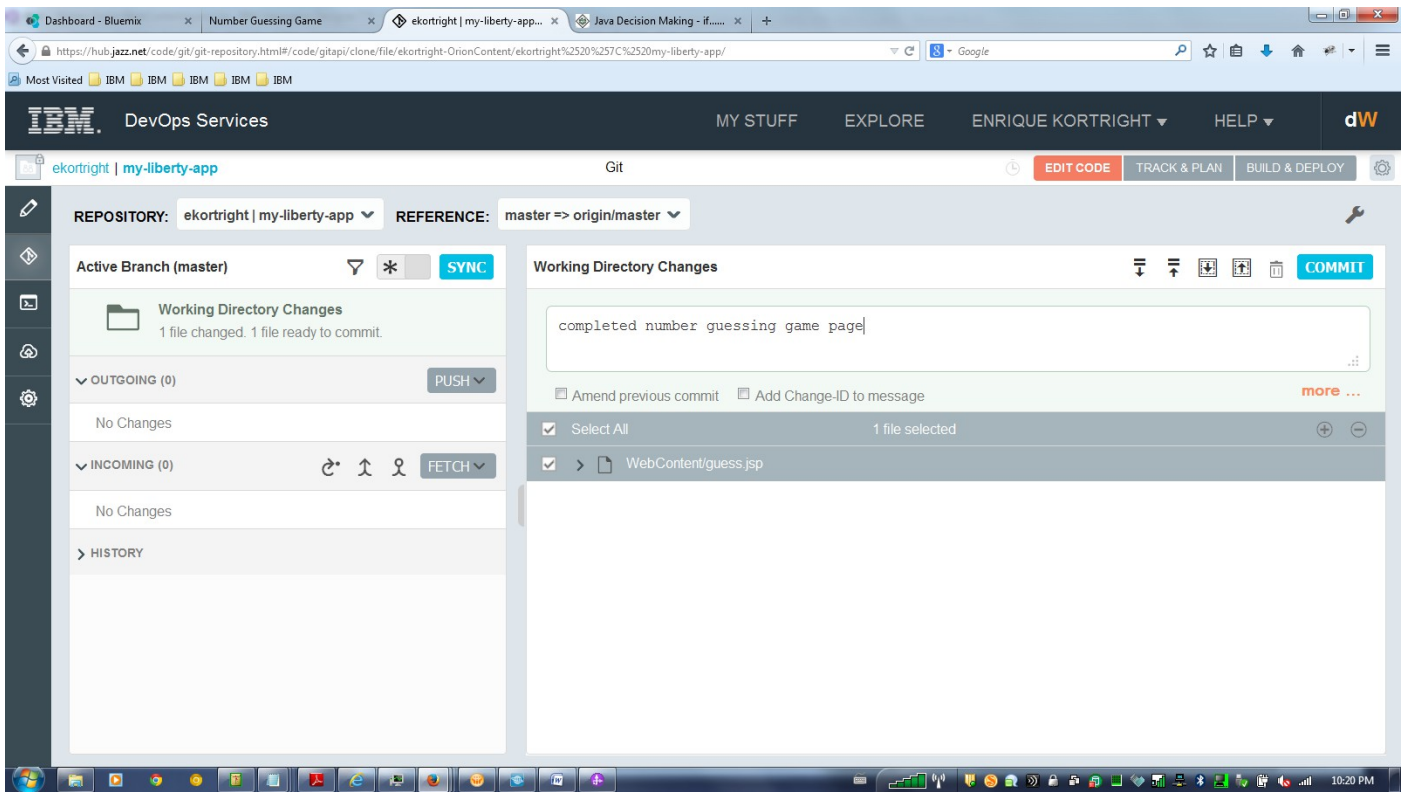
            <h3>Congratulations! You guessed it, the number is <%= number %>. Nice job!</h3>

        }
    }

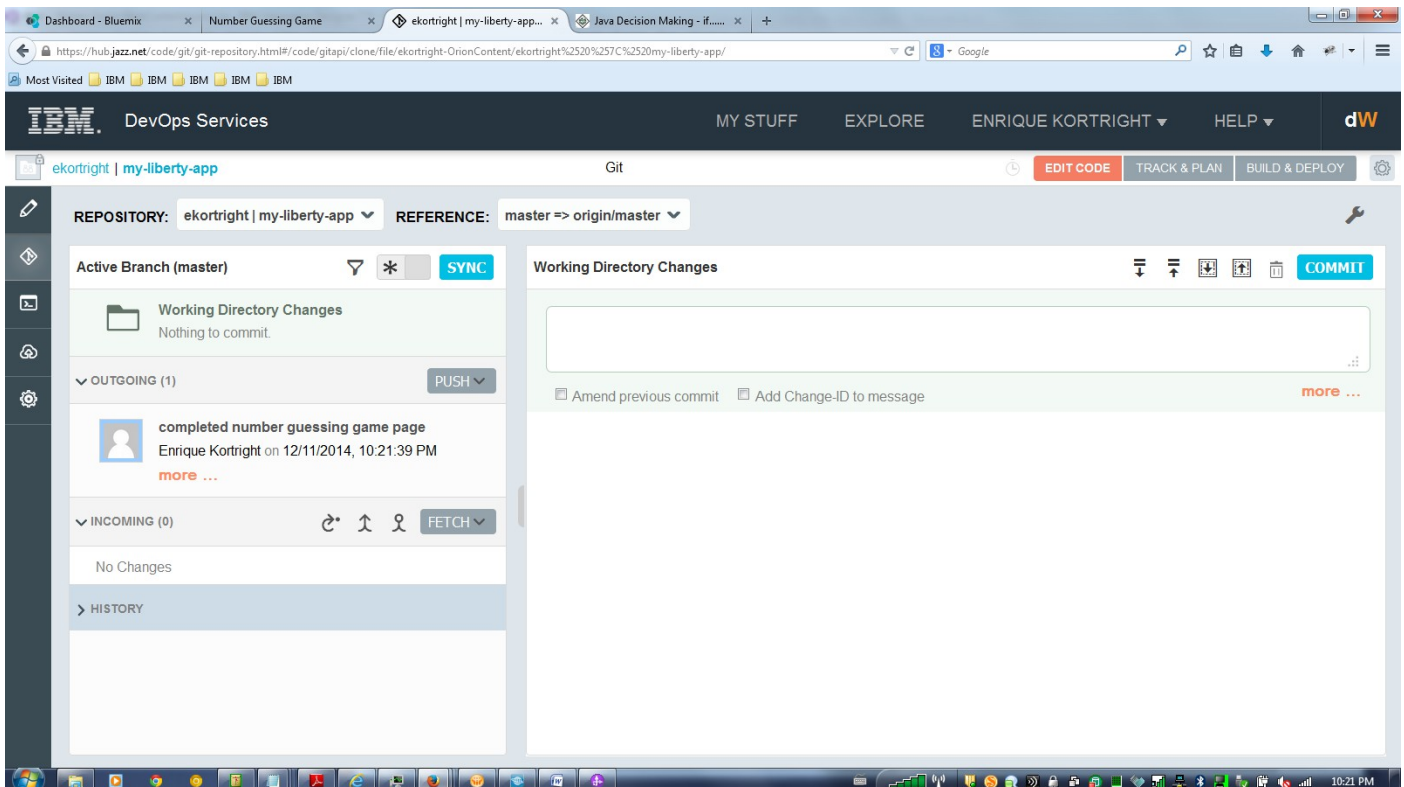
    <input type="hidden" name="game-state" value="<%= gameState %>"/>
    <input type="hidden" name="number" value="<%= number %>"/>
</form>
</body>
</html>

```

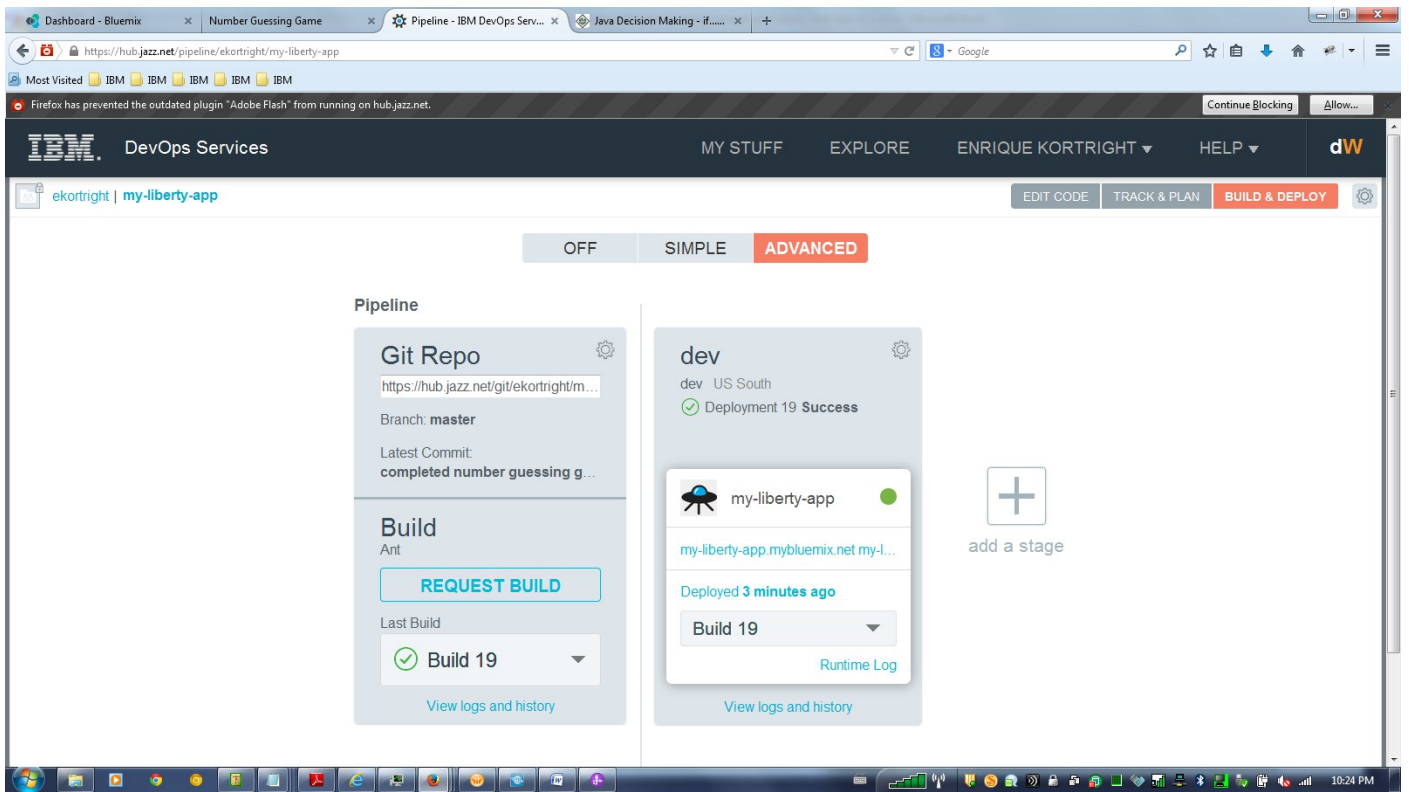
8. Switch to the Git repository view so you can commit the changes. Select the JSP for the game and enter a descriptive message for the commit. Click COMMIT:



9. Click PUSH to push the changes to the repository. Click BUILD & DEPLOY



10. The WAR file will be built and deployed as before:



11. All done! Your web app now has a new Number Guessing Game page. The URL for the page is <http://my-liberty-app.mybluemix.net/guess.jsp>. Try it in a new browser window.

