

LUDO

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Html:

```
<div class="main">
  <div class="logo">
    <h1 class="h1">LUDO</h1>
  </div>
  <div class="pl">
    <h1 >Player1</h1>
    <h1>Player2</h1>
  </div>
  <div class="img">

    

    

  </div>
  <button>click</button>
</div>
```

Css:

```
*{  
font-family: 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif;  
}  
  
.main{  
width: 70%;  
height: 70vh;  
border: 10px solid rgb(240, 8, 8);  
margin: 7% auto;  
display: flex;  
flex-direction: column;  
}  
  
.logo{  
width: 100%;  
height: 10vh;  
display: flex;  
justify-content: center;  
background-color: bisque;  
}
```

Css:

```
.pl
{
    width: 100%;
    height: 10vh;
    display: flex;
    justify-content: space-around;
    background-color: blue;
    color: white;
}
.img{
    width: 100%;
    height: 20vh;
    display: flex;
    justify-content: space-around;
}
```

Css:

```
.img1{
    height: 100px;
    width: 100px;
}

.img2{
    height: 100px;
    width: 100px;
}

button{
    width: 15%;
    height: 8vh;
    margin: 6% auto;
    background-color: blue;
    color: white;
    border: none;
font-size: 20px;
}
```

Script:

```
var h1=document.querySelector(".h1")  
var img1=document.querySelector(".img1")  
var img2=document.querySelector(".img2")  
var btn=document.querySelector("button")
```

Script:

```
btn.addEventListener("click", ()=>{  
  var play1=Math.floor(Math.random()*6+1)  
  var player1=`di${play1}.PNG`  
  img1.setAttribute("src",player1)
```

Script:

```
var play2=Math.floor(Math.random()*6+1)
var player2=`di${play2}.PNG`
img2.setAttribute("src",player2)
```


Script:

```
if(play1>play2)
{h1.innerHTML="Player1 is winner"}
else if(play2>play1)
{h1.innerHTML="Player2 is winner"}
else if(play1=play2)
{h1.innerHTML="Draw" }

})
```