

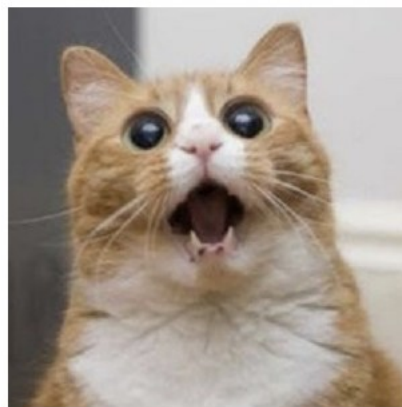
Exercise 6

1. Please develop a simple "reason generator": every time the webpage is reloaded, the reason of the screw-up and an illustrative picture will be randomly generated. (開發一個簡易的「出包理由產生器」：每次重新載入網頁，會隨機產生出包的理由與搭配之圖片)

專案失敗了，是因為...

客戶那邊的聯絡窗口

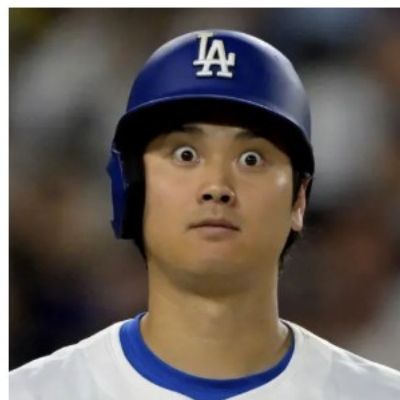
還搞不清楚狀況!



專案失敗了，是因為...

(雙手一攤)外包

都沒有跟我講!



We currently have three sets of data:

- Adj (形容詞): "客戶那邊的", "我們的", "負責談需求的", "負責這個部分的", "直到上線前一天", "(雙手一攤)"
- Noun (名詞): "專案經理", "主管", "工程師", "設計師", "外包", "User", "聯絡窗口"

- Verb (動詞): "當初沒有講清楚", "一直換", "說他肚子不舒服", "擺爛不想做了", "突然開始放長假", "去生小孩了", "離職了", "都沒甚麼 sense", "都沒有跟我講", "以為這些不用做", "一直在狀況外", "做事拖拖拉拉", "還搞不清楚狀況", "Quality 有問題", "東西一直改", "在整我", "突然就沒來了"

In addition, directly clicking on the image will have the same effect as "reloading the web page". (直接點選(click)圖片，也會與「重新載入網頁」有相同的效果)

Other detailed HTML/CSS requirements are as follows:

- The font is set to cwTeXKai, Perpetua, serif. (cwTeXKai is "Google 楷體" that requires additional settings)
- First line: "專案失敗了，是因為..." is fixed. It needs to be displayed with `<h1>` tag, and set the color to #2C3033 (Onyx).
- The reason in the second and third lines is randomly generated. Both these two lines also need to be displayed with the `<h1>` tag. The adjectives and nouns in the first line are set to #7392B7 (Silver Lake Blue), and the second line is set to #AD343E (Cardinal) and enlarged by 150%.
- The displayed picture is randomly selected from the five .jpg files of "Cat", "Boy", "Ohtani", "Harry" and "Jacky" (Please create an array of image file names first), and set its height to 300px.
- All text and images should be placed in a `<div>`, and the text and images should be centered (by setting the *text-align* property).

Hints:

- "出包理由" is constructed by randomly selecting elements from the arrays of adjectives, nouns, and verbs, and then concatenating them together.
- Please use the @import rule (refer to https://www.w3schools.com/cssref/pr_import_rule.asp) to import the Google font <https://fonts.googleapis.com/earlyaccess/cwtexkai.css>.
- How to reloading a web page: https://www.w3schools.com/jsref/obj_location.asp.

2. Please develop a dice game based on ex-6-2-partial.html:

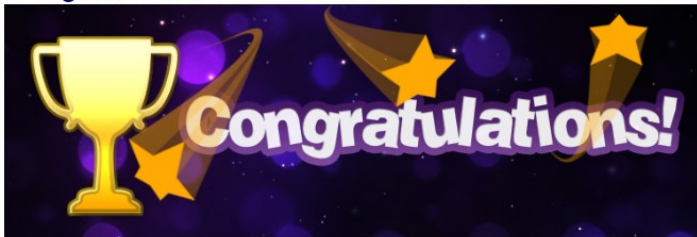
Basic Requirements:

- Detect "一色": if four dice have the same face value, please show the *congratulation* message and image.

Roll Dice Shortcut Shortcut2



Congratulations! Your roll is "一色"!



- Detect "無面": if the face values of four dice are totally different, please show the corresponding *OOPS* message.

Roll Dice Shortcut Shortcut2



Oops! Your roll is "無面"!

- Add a new button "Shortcut" to directly produce the result of "一色".

Advanced Requirements:

- Detect "No decision": three dice have the same face value, but the other one is different.

Roll Dice Shortcut Shortcut2



No decision, please re-roll the dice!

- Compute the score based on the game rules: if two dice have the same face value, the score is the sum of the face values for the other two dice.

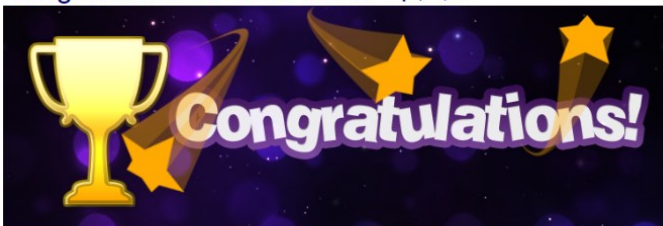


Your score is 11!

- Detect "十八" : if the score is the maximum (12), please also show the "十八" message and the congratulation image.



Congratulations! Your roll is "十八"!



Your score is 12!

- Add a new button "Shortcut2" to directly produce the result of "十八".

Hint:

- Please refer to Fig. 9.5 and make use of variables: *die1Value*, *die2Value*, *die3Value*, and *die4Value*.
- The game rule: <https://zh.m.wikipedia.org/zh-tw/十八仔>.