

guessNumber.js

```
1  "use strict";
2  let randomNumber = Math.floor(Math.random() * 100) + 1;
3  let score = document.querySelector(".score span").textContent;
4  let initialScore = 20;
5  let highscore = Number(document.querySelector(".highscore span").innerHTML);
6
7  document.querySelector(".check-button").addEventListener("click", function () {
8      const numberGuess = Number(
9          document.querySelector(".input-value input").value
10     );
11     // When no number is inputted
12     if (!numberGuess) {
13         document.querySelector(".game-msg p").textContent =
14             "You have not entered any number! 🙄";
15         document.querySelector(".coin-img2").style.display = "none";
16         // when guess number is same as random number
17     } else if (numberGuess === randomNumber) {
18         document.querySelector(".guess-number").innerHTML = randomNumber;
19         document.querySelector(".game-msg p").textContent = "🎉 Correct Number!";
20         // document.querySelector(".highscore span").textContent = score;
21         if (score > highscore) {
22             document.querySelector(".highscore span").textContent = score;
23             highscore = score;
24         }
25
26         document.querySelector(".game-container").style.backgroundImage =
27             "url('youwin.jpeg')";
28         document.querySelector(".game-container").style.backgroundSize = "cover";
29         document.querySelector(".game-container").style.backgroundRepeat =
30             "no-repeat";
31         let elements = document.querySelectorAll(
32             ".game-msg p, .score p, .score span, .highscore p, .highscore span"
33         );
34         elements.forEach(function (element) {
35             element.style.color = "blue";
36         });
37         let containers = document.querySelectorAll(
38             ".input-value input, .check-button"
39         );
40         containers.forEach(function (container) {
41             container.style.opacity = "0.1";
42         });
43         let coinImg = document.querySelectorAll(".coin-img2, .coin-img1");
44         coinImg.forEach(function (coin) {
45             coin.style.display = "none";
46         });
47         // When guess number is higher than random number
48     } else if (numberGuess > randomNumber) {
49         document.querySelector(".game-msg p").textContent =
50             "Guess number is too high!! 📉";
51         score--;
52         document.querySelector(".score span").textContent = score;
53         document.querySelector(".coin-img2").style.display = "none";
```

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54 // when guess number is lower than random number
55 } else if (numberGuess < randomNumber) {
56     document.querySelector(".game-msg p").textContent =
57         "Guess number is too low!! 📉";
58     score--;
59     document.querySelector(".score span").textContent = score;
60     document.querySelector(".coin-img2").style.display = "none";
61 }
62 // when score is less than zero
63 if (score < 0) {
64     document.querySelector(".game-msg p").innerHTML =
65         "Please click on the TRY-AGAIN <br>image above to start over.";
66     document.querySelector(".score span").textContent = 0;
67     document.querySelector(".game-container").style.backgroundImage =
68         "url('youlost.png')";
69     document.querySelector(".game-container").style.backgroundSize = "cover";
70     document.querySelector(".game-container").style.backgroundRepeat =
71         "no-repeat";
72     let containers = document.querySelectorAll(
73         ".guess-number, .input-value input, .check-button"
74     );
75     containers.forEach(function (container) {
76         container.style.opacity = "0.1";
77     });
78     let coinImg = document.querySelectorAll(".coin-img2, .coin-img1");
79     coinImg.forEach(function (coin) {
80         coin.style.display = "none";
81     });
82     let elements = document.querySelectorAll(
83         ".game-msg p, .score p, .score span, .highscore p, .highscore span"
84     );
85     elements.forEach(function (element) {
86         element.style.color = "blue";
87     });
88 }
89 });
90 // reset game
91 document.querySelector(".try-again img").addEventListener("click", function () {
92     document.querySelector(".game-msg p").textContent = "Start guessing.....";
93
94     document.querySelector(".game-container").style.backgroundImage =
95         "url('BG.jpg')";
96     document.querySelector(".game-container").style.backgroundSize = "contain";
97     document.querySelector(".game-container").style.backgroundRepeat = "repeat";
98     let elements = document.querySelectorAll(
99         ".game-msg p, .score p, .score span, .highscore p, .highscore span"
100 );
101     elements.forEach(function (element) {
102         element.style.color = "#000";
103     });
104     let containers = document.querySelectorAll(
105         ".guess-number, .input-value input, .check-button"
106 );
107     containers.forEach(function (container) {
108         container.style.opacity = "1";
109 });

```

```
110     let coinImg = document.querySelectorAll(".coin-img2, .coin-img1");
111     coinImg.forEach(function (coin) {
112         coin.style.display = "block";
113     });
114
115     document.querySelector(".input-value input").value = "";
116     score = initialScore;
117     document.querySelector(".score span").textContent = score;
118     document.querySelector(".guess-number").innerHTML = "?";
119     randomNumber = Math.floor(Math.random() * 100) + 1;
120 });
121
```