



**DEPARTMENT OF COMPUTER STUDIES**  
**ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)**

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Assignment No : 3	Submission Date : April 6, 2024
Assignment Title: Guessing Number Game	

**Code :****HTML FILE**

```
<!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 rel="stylesheet" href="Untitled-1.css">
</head>
<body>
  <div class="container">
    <h1>Guessing Game</h1>
    <p>Guess a number between 1 and 10:</p>
    <input type="number" id="guessInput" min="1" max="10">
    <button onclick="checkGuess()">Submit Guess</button>
    <p id="result"></p>
  </div>

  <script src="script.js"></script>
</body>
</html>
```

**JS FILE**

```
// Input a random number between 1 and 10
const randomNumber = Math.floor(Math.random() * 10) + 1;
let attempts = 0;
```

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```
function checkGuess() {
  const guess = parseInt(document.getElementById('guessInput').value);
  const resultElement = document.getElementById('result');
  attempts++;

  if (isNaN(guess) || guess < 1 || guess > 10) {
    resultElement.textContent = "Invalid input: Please Input number between 1 - 10";
  } else if (guess === randomNumber) {
    resultElement.textContent = `Congratulations! You have won in ${attempts} attempts!`;
  } else if (guess > randomNumber) {
    resultElement.textContent = "Too high! Please guess again.";
  } else {
    resultElement.textContent = "Too low! Please guess again.";
  }
}
```

**CSS FILE**

```
body {
  font-family: Arial, sans-serif;
  background-color: #1f0a95;
  display: flex;
  justify-content: center;
  align-items: center;
  height: 100vh;
}

.container {
  background-color: #fff;
  padding: 20px;
  border-radius: 5px;
  box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);
}

h1 {
  margin-top: 0;
}
```

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The premier University in historic Cavite recognized for excellence in the development of globally competitive and morally upright individuals.



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### CvSU Mission

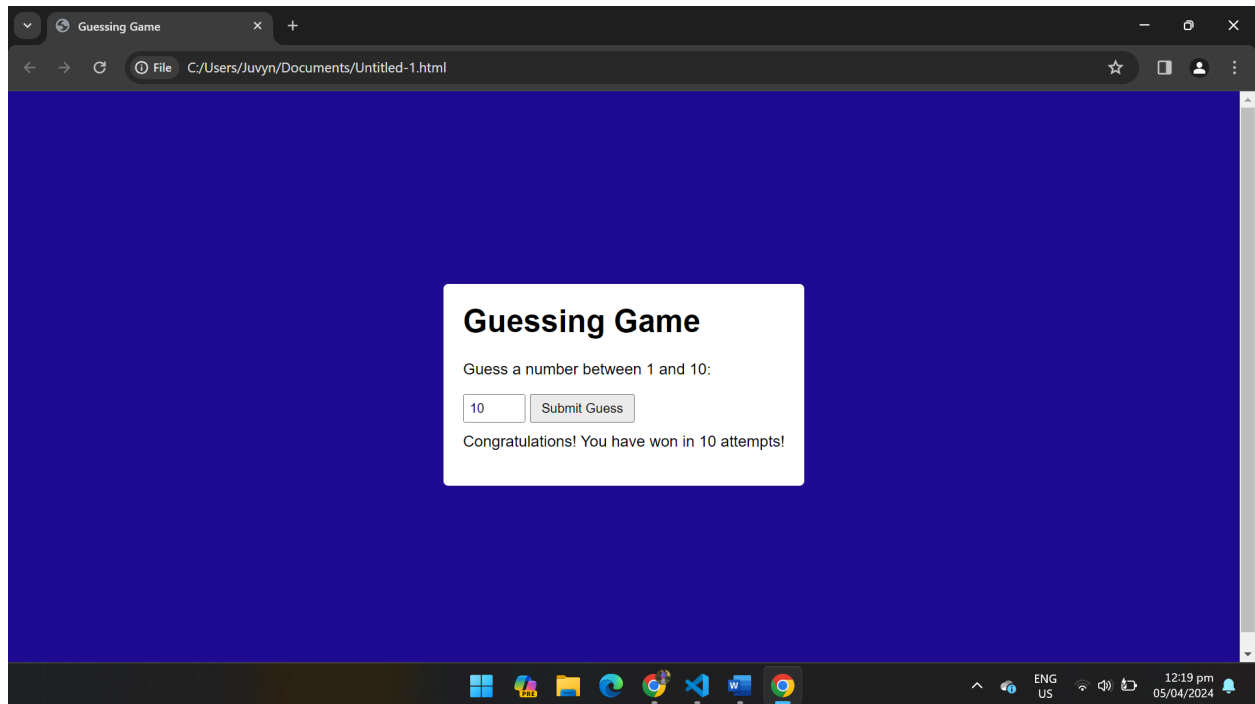
Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.

It shall produce professional, skilled and morally upright individuals for global competitiveness.

### DEPARTMENT OF COMPUTER STUDIES ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)

```
input[type="number"] {  
  width: 50px;  
  padding: 5px;  
}  
  
button {  
  padding: 5px 10px;  
  cursor: pointer;  
}  
  
#result {  
  margin-top: 10px;  
}
```

### SCREENSHOT



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#### **Dictionary:**

- **randomNumber** variable stores the randomly generated number between 1 and 10.
- **attempts** variable keeps track of how many times the user has attempted to guess.
- **checkGuess()** function checks the user's guess against the random number and provides feedback accordingly.
- Added conditions to check if the guess is too high or too low compared to the random number, and provide appropriate feedback.
- Updated the success message to include the number of attempts it took the player to guess correctly.