

- Flow of the send button

First we will fetch the input word which the player has put in the input box, and manipulate the word, as some of the letters are replaced with “_”.
Then we will create an input box for the player to write the answer and a check button
Then we will add this word, input box and the check button to the div which we have created in game_page.html with the id output.
And then clear the input box where the questioner wrote the word.
Like this -

Q. a _ t _ o _

Answer :

Check

Send You Word: Try putting word which has 5 or more alphabet

Word

- Explanation of charAt()

0	1	2	3	4	5	6
A	C	T	I	O	N	S

Any word we input. The counting of the letters from the word starts with 0

word.charAt(index_of_letter) -

word - is the variable which holds the input word from the payer. //

for now let's consider the input word as actions

charAt(index_of_letter) -is a function to get letter from a word.

And **index_of_letter** - means it will get the letter from a word at the given index. For eg -

word.charAt(1) - it will give the letter C // as at position 1 letter C is there.

word.charAt(0) - it will give the letter A // as at position 0 letter A is there.

word.charAt(5) - it will give the letter N // as at position 5 letter N is there.

- Explanation of replace()

Example of replace()

Syntax of replace() -

the_Word is a variable that holds the word on which you want to perform replace action.

```
the_Word.replace("word/letter to be replaced", "word/letter to replace with");
```

Eg -

```
word = "actions";
```

```
remove_one = word.replace("c", "_"); // remove_one will contain a_tions
```

```
remove_two = remove_one.replace("i", "_"); // remove_two will contain a_t_ons
```

If we do

```
remove_two = word.replace("i", "_");
```

```
// remove_two will contain act_ons
```

Because word contains actions

And if we do

```
remove_two = remove_one.replace("i", "_");
```

```
// remove_two will contain a_t_ons
```

Because remove_one contains a_tions

So if we want to remove letters continuously then we have to refer to the variable in which we did last replace thing and not the actual variable which contains the string

```
remove_three = remove_two.replace("n", "_"); // remove_three will contain  
a_t_o_s
```

- Code for setting the player names and score.

```
player1_name = localStorage.getItem("player1_name");  
player2_name = localStorage.getItem("player2_name");  
  
player1_score = 0;  
player2_score = 0;  
  
document.getElementById("player1_name").innerHTML = player1_name + " : ";  
document.getElementById("player2_name").innerHTML = player2_name + " : ";  
  
document.getElementById("player1_score").innerHTML = player1_score ;  
document.getElementById("player2_score").innerHTML = player2_score ;  
  
document.getElementById("player_question").innerHTML = "Question Turn - " + player1_name ;  
document.getElementById("player_answer").innerHTML = "Answer Turn - " + player2_name ;
```

Output -


```

player1_name = localStorage.getItem("player1_name");
player2_name = localStorage.getItem("player2_name");

player1_score = 0;
player2_score = 0;

document.getElementById("player1_name").innerHTML = player1_name + " : ";
document.getElementById("player2_name").innerHTML = player2_name + " : ";

document.getElementById("player1_score").innerHTML = player1_score ;
document.getElementById("player2_score").innerHTML = player2_score ;

document.getElementById("player_question").innerHTML = "Question Turn - " + player1_name ;
document.getElementById("player_answer").innerHTML = "Answer Turn - " + player2_name ;

```

Mahdi : 0

Abhijeet : 0

Guess The Word!

Question Turn - Mahdi

Answer Turn - Abhijeet

Send You Word: Try putting word which has 5 or more alphabet

Word

Send

• Code of send button

```

function send() {
    get_word = document.getElementById("word").value;
    word = get_word.toLowerCase();
    console.log("word in lowerCase = " + word);

    charAt1 = word.charAt(1);
    console.log(charAt1);

    length_divide_2 = Math.floor(word.length/2);
    charAt2 = word.charAt(length_divide_2);
    console.log(charAt2);

    length_minus_1 = word.length - 1;
    charAt3 = word.charAt(length_minus_1);
    console.log(charAt3);

    remove_charAt1 = word.replace(charAt1, "_");
    remove_charAt2 = remove_charAt1.replace(charAt2, "_");
    remove_charAt3 = remove_charAt2.replace(charAt3, "_");
    console.log(remove_charAt3);

    question_word = "<h4 id='word_display'> Q. "+remove_charAt3+"</h4>";
    input_box = "<br>Answer : <input type='text' id='input_check_box'>";
    check_button = "<br><br><button class='btn btn-info' onclick='check()'>Check</button>";
    row = question_word + input_box + check_button ;
    document.getElementById("output").innerHTML = row;
    document.getElementById("word").value = "";
}

```

Output of

```
console.log("word in lowerCase = " + word);
```

word in lowerCase = action

game_page.js:20

Output of -

```

charAt1 = word.charAt(1);
console.log(charAt1);

```

game_page.js:23

Output of -

```
length_divide_2 = Math.floor(word.length/2);  
charAt2 = word.charAt(length_divide_2);  
console.log(charAt2);
```

game_page.js:27

Output of -

```
length_minus_1 = word.length - 1;  
charAt3 = word.charAt(length_minus_1);  
console.log(charAt3);
```

game_page.js:31

```
question_word = "<h4 id='word_display'> Q. "+remove_charAt3+"</h4>";  
input_box = "<br>Answer : <input type='text' id='input_check_box'>";  
check_button = "<br><br><button class='btn btn-info' onclick='check()'>Check</button>";  
row = question_word + input_box + check_button ;  
document.getElementById("output").innerHTML = row;
```

Guess The Word!
Question Turn - Mahdi
Answer Turn - Abhijeet

Q. a _ t _ o _

Answer :

Check