Flow of the send button

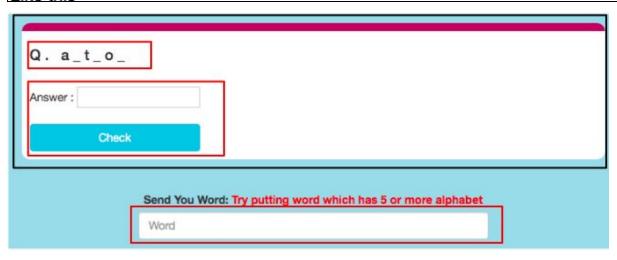
First we will fetch the input word which the player has put in the input box, and manipulate the word, as some of the letters are replaced with "_".

Then we will create an input box for the player to write the answer and a check button

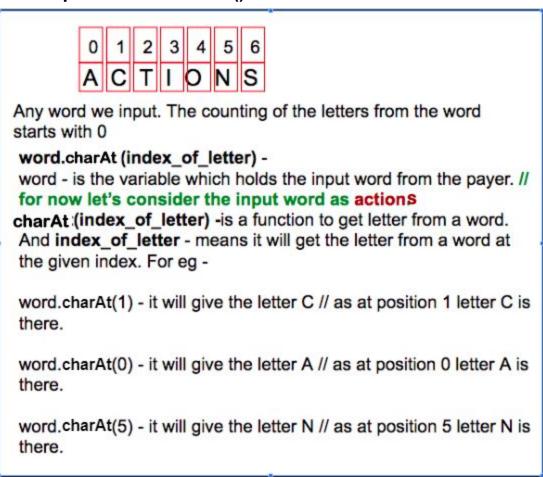
Then we will add this word, input box and the check button to the div which we have created in game_page.html with the id output.

And then clear the input box where the questioner wrote the word.

Like this -



• Explanation of charAt()



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

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
```

```
charAt1 = word.charAt(1);
console.log(charAt1);
Output of -
```

```
question_word = "<h4 id='word_display'> Q. "+remove_charAt3+"</h4>";
input_box = "<br/>check_button : 'dr>Answer: <input type='text' id='input_check_box'>";
check_button = "*dr>Arsvbr><br/>check_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
```