Assignment 2

Create a simple guess the number type game. It should choose a random number between 1 and 100, then challenge the player to guess the number in 10 turns. After each turn the player should be told if they are right or wrong, and if they are wrong, whether the guess was too low or too high. It should also tell the player what numbers they previously guessed. The game will end once the player guesses correctly, or once they run out of turns. When the game ends, the player should be given an option to start playing again.

Submit a Single HTML File.

**HTML Code:**

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8">

    <title>Number Guessing Game</title>

    <style>

  .lastResult {

        color: white;

        padding: 3px;

      }

body{

   height: 100vh;

   background: rgb(162, 221, 255);

 }

button {

   width: 160px;

   padding: 15px 0;

   border-radius: 5px;

   background-color: #000000;

   color: #fff;

   border: none;

   font-size: 18px;

   font-weight: 600;

   margin-bottom: 10px;

 }

.form {

 position: absolute;

 width: 50%;

 min-width: 580px;

 transform: translate(-50%,-50%);

 top: 50%;

 left: 50%;

 background: #fff;

 padding: 50px 10px;

 border-radius: 5px;

 display: grid;

 justify-items: center;

 font-family: 'Vertigo', sans-serif;

 }

input[type="text"]{

   width: 90px;

   font-weight: 600;

   padding: 10px 0;

   font-size: 28px;

   text-align: center;

   margin-top: 10px;

   margin-bottom: 10px;

   border-radius: 5px;

   border: 2px solid #202020;

   color: #000000;

}

.p1{

  text-align: center;

}

    </style>

  </head>

  <body>

    <div class="form">

 <h1>Number guessing game</h1>

    <p class="p1">We have selected a random number between 1 and 100. See if you can guess it in 10 turns or fewer. We'll tell you if your guess was too high or too low.</p>

      <label for="guessField">Enter a guess: </label><input type="text" id="guessField" class="guessField">

     <button  onclick="play()" id="my\_btn" type="submit" value="Submit Guess" class="guessSubmit">Submit Guess</button>

   <p class="guesses"></p>

      <p class="lastResult"></p>

      <p class="lowOrHi"></p>

</div>

    <script>

      let randomNumber = Math.floor(Math.random() \* 100) + 1;

      const guesses = document.querySelector('.guesses');

      const lastResult = document.querySelector('.lastResult');

      const lowOrHi = document.querySelector('.lowOrHi');

      const guessSubmit = document.querySelector('.guessSubmit');

      const guessField = document.querySelector('.guessField');

      let guessCount = 1;

      let resetButton;

      function checkGuess() {

        let userGuess = Number(guessField.value);

        if (guessCount === 1) {

          guesses.textContent = 'Previous guesses: ';

        }

        guesses.textContent += userGuess + ' ';

        if (userGuess === randomNumber) {

          lastResult.textContent = 'Congratulations! You got it right!';

          lastResult.style.backgroundColor = 'green';

          lowOrHi.textContent = '';

          setGameOver();

        } else if (guessCount === 10) {

          lastResult.textContent = 'GAME OVER!!!';

          lowOrHi.textContent = '';

          setGameOver();

        } else {

          lastResult.textContent = 'Wrong!';

          lastResult.style.backgroundColor = 'red';

          if(userGuess < randomNumber) {

            lowOrHi.textContent = 'Last guess was too low!' ;

          } else if(userGuess > randomNumber) {

            lowOrHi.textContent = 'Last guess was too high!';

          }

        }

        guessCount++;

        guessField.value = '';

        guessField.focus();

      }

      guessSubmit.addEventListener('click', checkGuess);

      function setGameOver() {

        guessField.disabled = true;

        guessSubmit.disabled = true;

        resetButton = document.createElement('button');

        resetButton.textContent = 'Start new game';

        document.body.appendChild(resetButton);

        resetButton.addEventListener('click', resetGame);

      }

      function resetGame() {

        guessCount = 1;

        const resetParas = document.querySelectorAll('.resetParas p');

        for(let i = 0 ; i < resetParas.length ; i++) {

          resetParas[i].textContent = '';

        }

        resetButton.parentNode.removeChild(resetButton);

        guessField.disabled = false;

        guessSubmit.disabled = false;

        guessField.value = '';

        guessField.focus();

        lastResult.style.backgroundColor = 'white';

        randomNumber = Math.floor(Math.random() \* 100) + 1;

      }

    </script>

  </body>

</html>