

```
<!DOCTYPE html>
<!--
  Prog: hellouser.html
  Name: Student Name
  Date: 2018-03-18
  Desc: Says hello to the user.
-->

<html>
  <body>
    <!-- Input for the user's name. -->
    <input type="text" id="user">

    <script>
      // Get the user's name from the text input.
      var user = document.getElementById('user').value;

      // Create an alert saying hello to the user, using their name (1 line).

    </script>
  </body>
</html>
```

```
<!DOCTYPE html>
<!--
  Prog: lottery.html
  Name: Student Name
  Date: 2018-03-12
  Desc: Lottery game where the user tries to guess a number.
-->

<html>
  <body>
    <!-- Welcome message and input for user's guess. -->
    <h1>Welcome to the lottery. Guess the magic number between 1 and 10!</h1>
    <input type="number" id="guess" min="1" max="10">

    <!-- Button which calls the "submit" function when clicked (1 line). -->

    <script>
      function submit() {
        // Get the user's guess from the input element (1 line).

        // Convert the user's guess to an integer.
        guess = parseInt(guess);

        // Generate a random number between 1 and 10, called answer (1 line).

        // Use if and else to display 'You win!' if they guessed right,
        // and 'You lose!' otherwise (4 lines).

      }
    </script>
  </body>
</html>
```