<!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>