**Bonus: add a random button**

To make the game even better, let's add a random button to the Game of Life. With the random button, we'll be able to seed the grid with lots of cells, randomly placed on the grid... a little bit more like a real life situation.

First, update your "index.html" file with the following line of HTML; add this line just below the start and clear buttons:

1. <button id="random">random</button>

We've added the button to the HTML, so now we need to update our code in "code.js" to add a click handler for the button. So, we'll update the function setupControlButtons to assign a click handler, and add a new function randomButtonHandler, the click handler for the button.

This code should be old hat for you at this point: we're going to loop through every cell in the grid, and randomly assign the class "dead" or "live" to each cell in the view, and a corresponding 0 or 1 to the grid array (the state in our model). To make a random choice between a dead cell and a live cell, we'll generate a random number 0 or 1 using Math.random and Math.round.

Before we loop, we'll start out doing two things: we'll make sure the user can't click the random button while the game is playing, and we'll also clear out the current view and model state. We already have code to do the latter---in clearButtonHandler. So we can use that, and just call that function to do that work for us.

The complete code for the random button is in Resources. Get this added to your "code.js" file, and then test it. You should be able to click random to add a random initial state to the grid, and then click start to start the game and see your cells come to life.