

# Intro to JavaScript: Build a Guessing Game

# About Thinkful

We train web developers  
and data scientists  
through 1x1 mentorship  
and project-based  
learning.



## Guaranteed.

# This is What We're Making

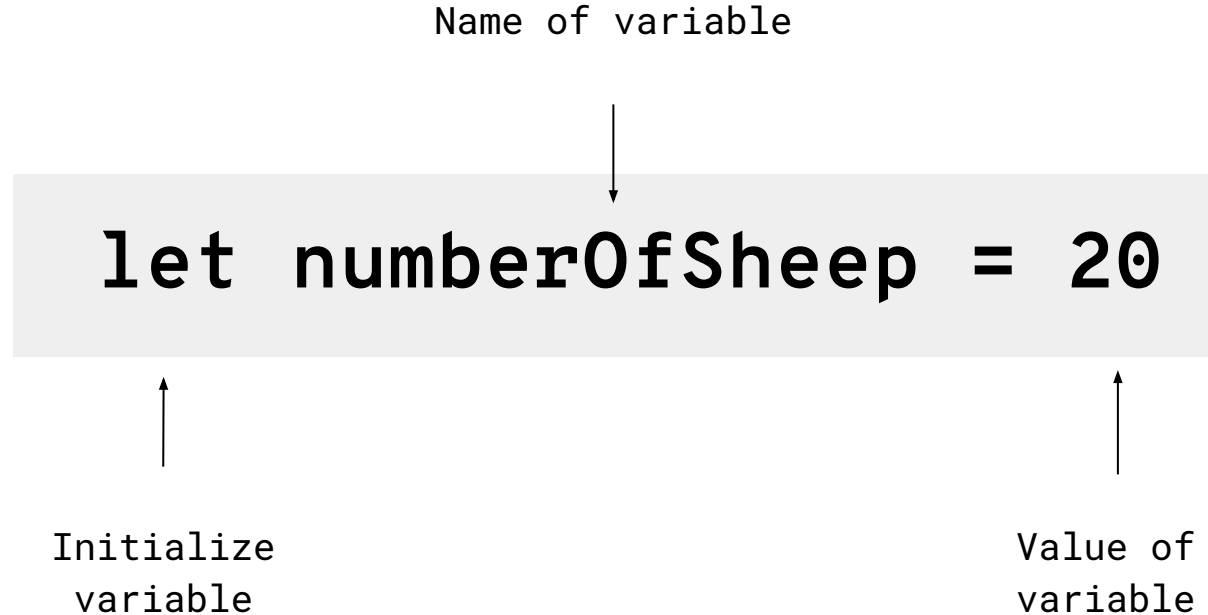
View example here:

[bit.ly/guess-game-js](https://bit.ly/guess-game-js)

## Number Guessing Game

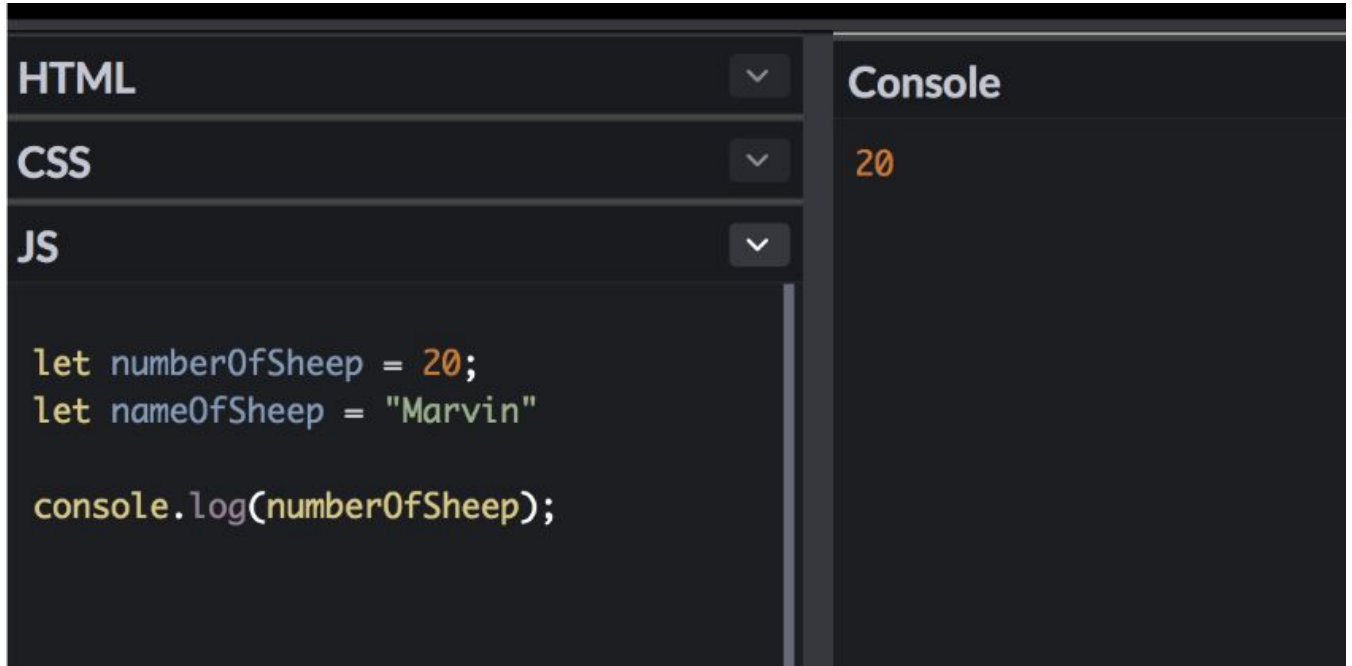
Enter a number 0 and 100

# Defining a Variable with JavaScript



# Variable Examples

[codepen.io](https://codepen.io)



The screenshot shows a CodePen editor interface. On the left, there are tabs for 'HTML', 'CSS', and 'JS'. The 'JS' tab is selected. The code in the JS tab is:

```
let numberOfSheep = 20;  
let nameOfSheep = "Marvin"  
  
console.log(numberOfSheep);
```

On the right, the 'Console' panel shows the output of the code, which is the number '20'.

# Declaring a Function

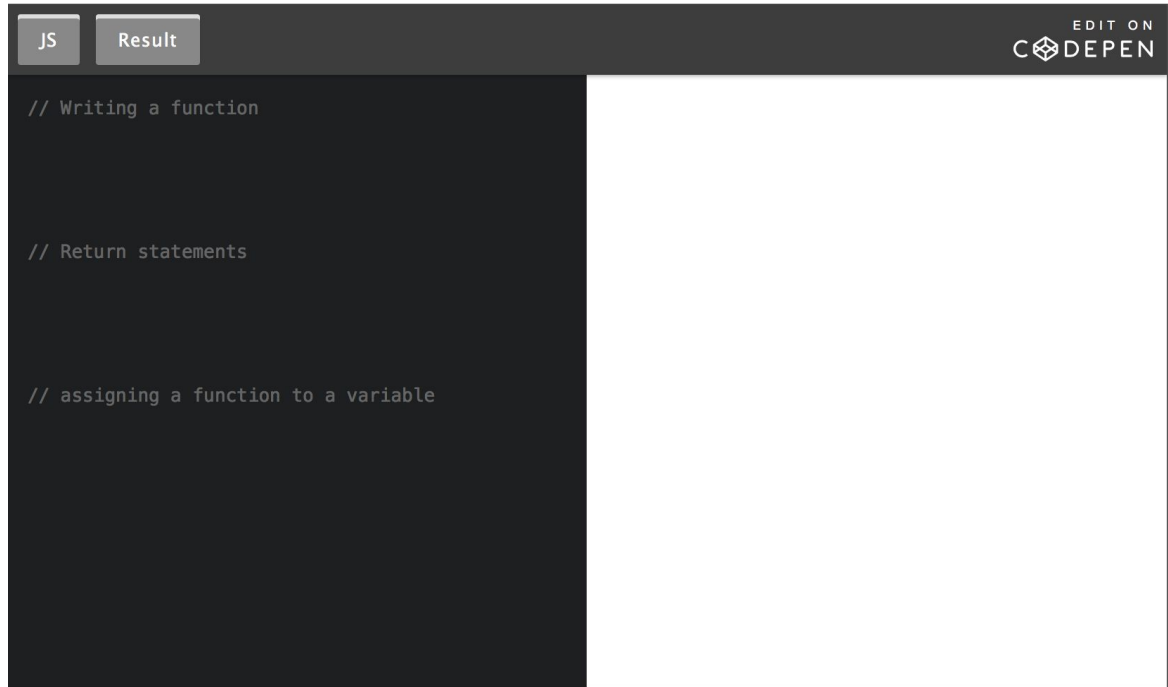
Initialize function

Name of function

```
function greet() {  
    return "Hello world!";  
}
```

What the function does

# Function Examples



The screenshot shows a CodePen editor interface. At the top, there are two tabs: 'JS' and 'Result'. The 'JS' tab is active, displaying the following code:

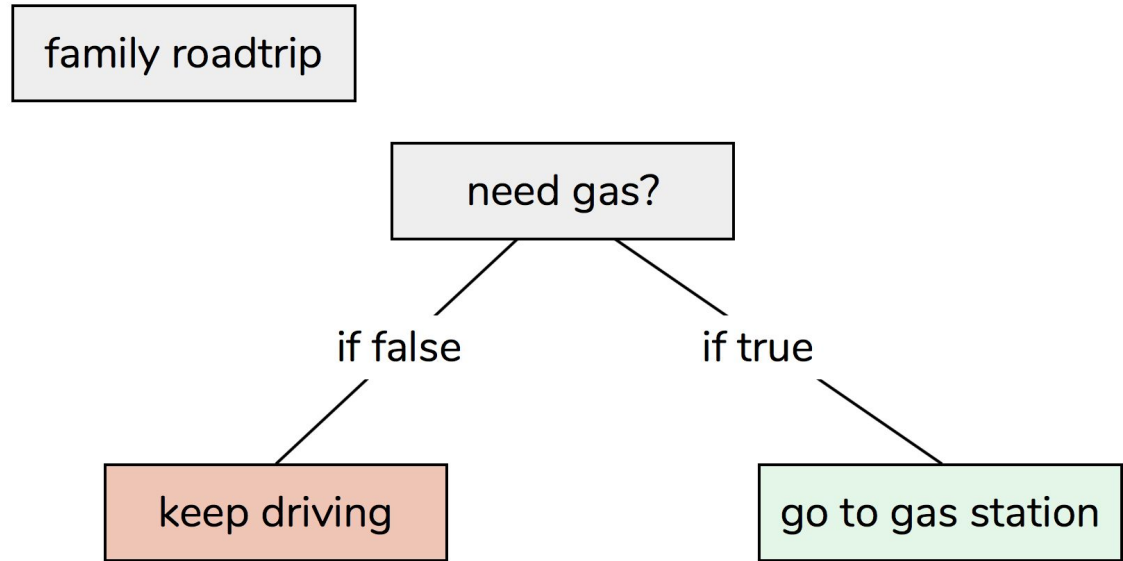
```
// Writing a function

// Return statements

// assigning a function to a variable
```

The 'Result' tab is empty. In the top right corner of the editor, there is a link that says 'EDIT ON CODEPEN'.

# If / Else Statements





# If / Else Statements

```
function familyRoadTrip() {  
  if (needGas = true) {  
    getGas();  
  }  
  else{  
    keepDriving();  
  }  
};
```

# Comparing Values

`===` (equal to)

`5 === 5 --> true`

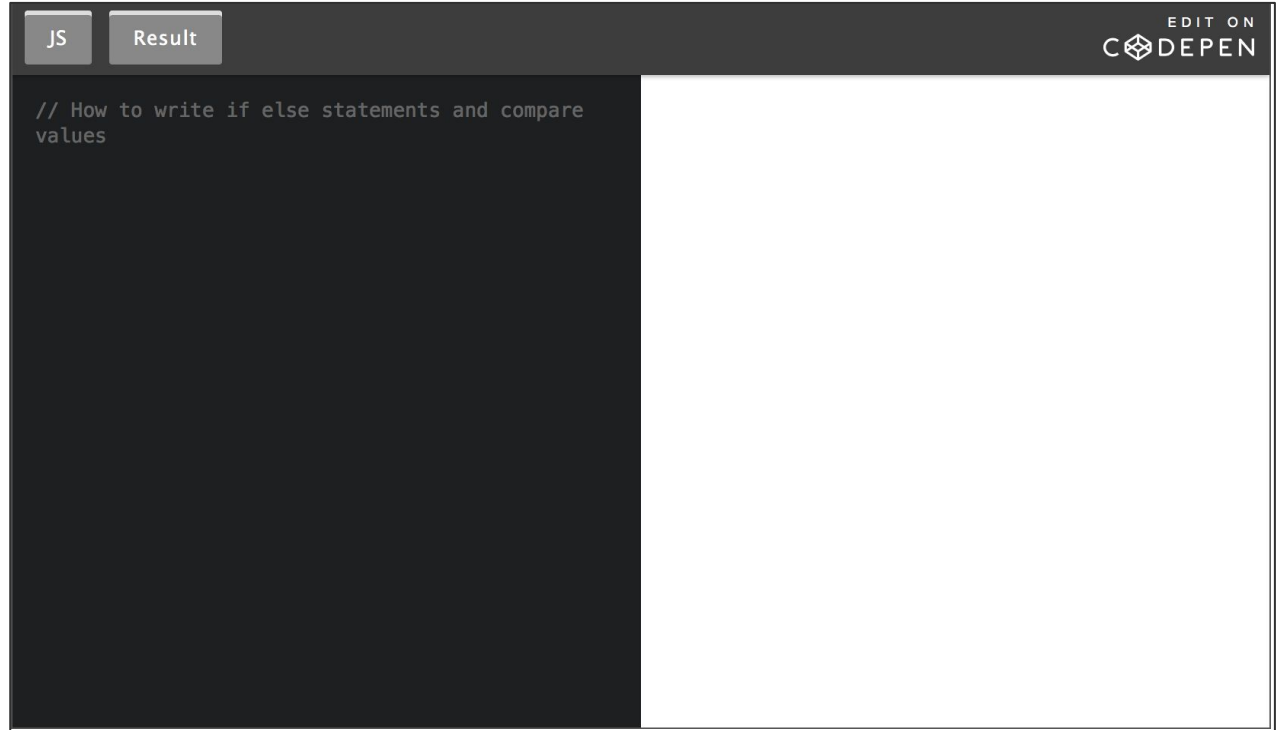
`5 === 6 --> false`

`!==` (not equal to)

`5 !== 5 --> false`

`5 !== 6 --> true`

# Comparing Values



The image shows a CodePen editor interface. At the top, there are two tabs: 'JS' and 'Result'. The 'JS' tab is active, showing a dark-themed code editor with the following text: `// How to write if else statements and compare values`. The 'Result' tab is empty. In the top right corner, there is a link that says 'EDIT ON CODEPEN'.

```
JS Result
```

```
// How to write if else statements and compare values
```

EDIT ON CODEPEN

# Parameters within Functions

Parameters in declaration

```
function adder(a, b) {
```

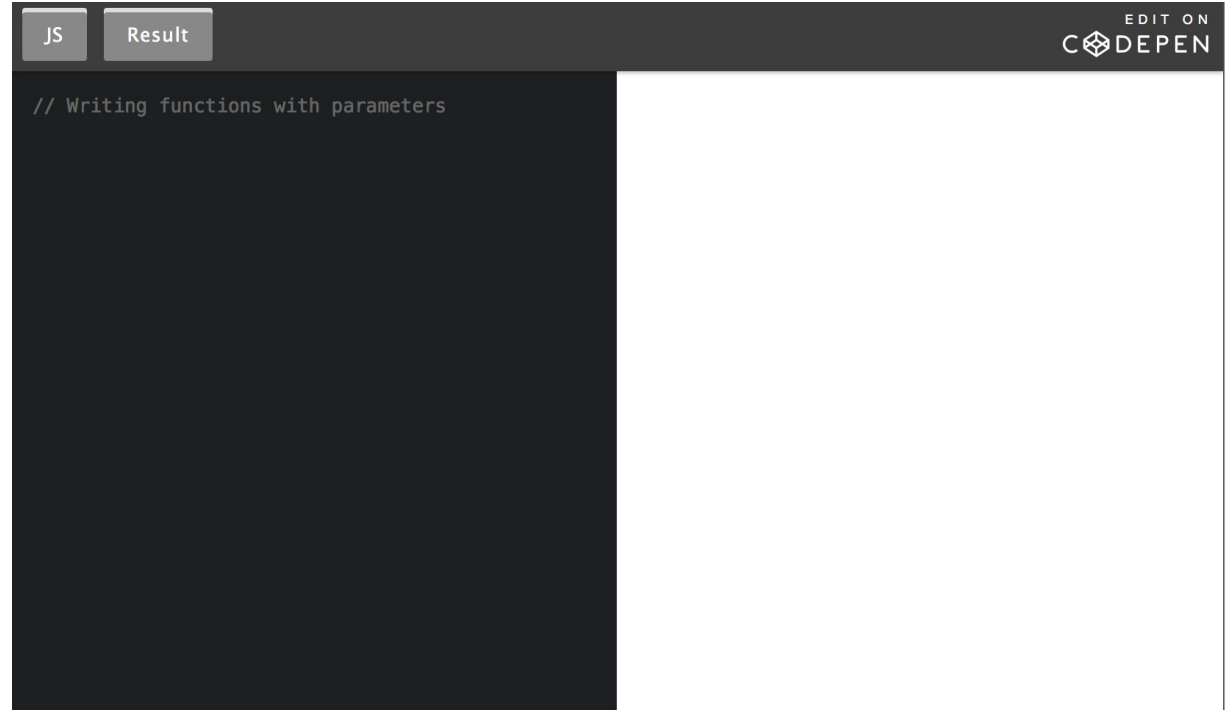
```
    return a + b;
```

```
}
```

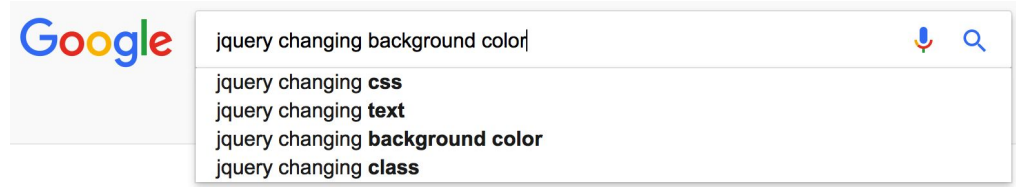
```
adder(1,2);
```

Parameters used  
within the function

# Example

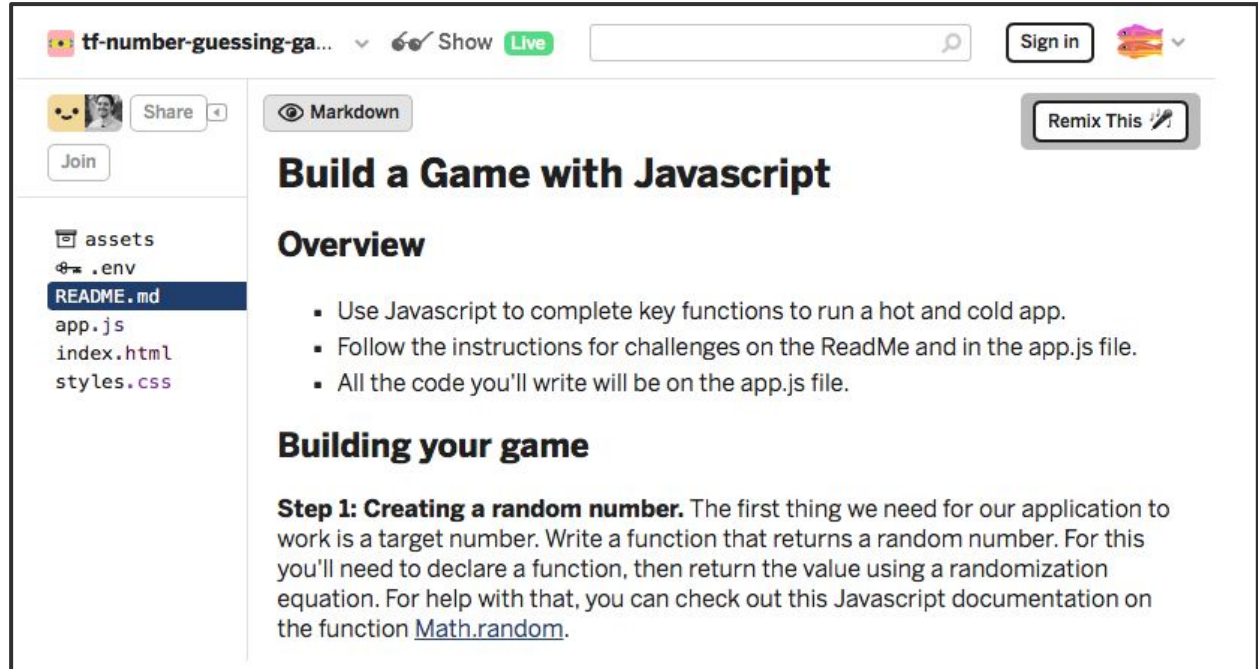


Real  
Developers  
Use  
Google...  
A Lot.



# Glitch Set-Up

[bit.ly/tf-guessing-game](https://bit.ly/tf-guessing-game)



tf-number-guessing-ga... Show Live

Sign in

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Markdown

Remix This

## Build a Game with Javascript

### Overview

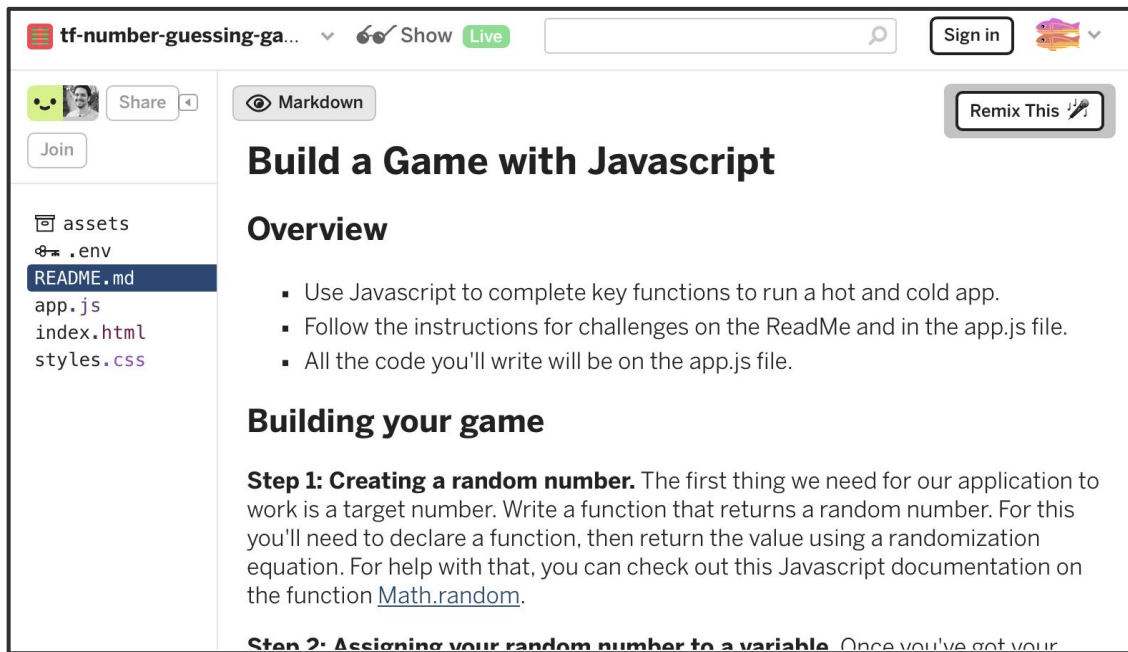
- Use Javascript to complete key functions to run a hot and cold app.
- Follow the instructions for challenges on the ReadMe and in the app.js file.
- All the code you'll write will be on the app.js file.

### Building your game

**Step 1: Creating a random number.** The first thing we need for our application to work is a target number. Write a function that returns a random number. For this you'll need to declare a function, then return the value using a randomization equation. For help with that, you can check out this Javascript documentation on the function [Math.random](#).

# Answers!

[bit.ly/TF-Guess-Game-Solution](https://bit.ly/TF-Guess-Game-Solution)



The screenshot shows a web-based code editor interface for a project titled "tf-number-guessing-ga...". The interface includes a top navigation bar with a "Show" button, a "Live" status indicator, a search bar, and a "Sign in" button. On the left side, there is a file explorer showing a directory structure with files: "assets", ".env", "README.md" (which is selected), "app.js", "index.html", and "styles.css". Below the file explorer, there are buttons for "Share" and "Join". The main content area on the right is titled "Build a Game with Javascript" and contains an "Overview" section. The "Overview" section lists three bullet points: "Use Javascript to complete key functions to run a hot and cold app.", "Follow the instructions for challenges on the ReadMe and in the app.js file.", and "All the code you'll write will be on the app.js file." Below this, there is a section titled "Building your game" with a sub-section "Step 1: Creating a random number." which explains the need for a target number and provides a link to "Math.random". A "Remix This" button is located in the top right corner of the editor area.

tf-number-guessing-ga... Show Live

Sign in

Share Join

assets  
.env  
README.md  
app.js  
index.html  
styles.css

## Build a Game with Javascript

### Overview

- Use Javascript to complete key functions to run a hot and cold app.
- Follow the instructions for challenges on the ReadMe and in the app.js file.
- All the code you'll write will be on the app.js file.

### Building your game

**Step 1: Creating a random number.** The first thing we need for our application to work is a target number. Write a function that returns a random number. For this you'll need to declare a function, then return the value using a randomization equation. For help with that, you can check out this Javascript documentation on the function [Math.random](#).

**Step 2: Assigning your random number to a variable.** Once you've got your

Remix This



# Next Steps To To Continue Your Learning

- Meetups
- YouTube Tutorials
- Coding Websites

# Thinkful Resources

Ready to take the next steps:

→ Two-Week Free Trial: [bit.ly/TF-WD-Trial](https://bit.ly/TF-WD-Trial)