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1 function TextChange(id) {
2     if (id == "fill") {
3         document.getElementById("fill").innerHTML = "Fill In The Blank";
4     }
5     else if (id == "cipher") {
6         document.getElementById("cipher").innerHTML = "Decrypt The Cipher";
7     }
8     else if (id == "anagram") {
9         document.getElementById("anagram").innerHTML = "Crack The Anagram";
10    }
11 }
12
13 function TextChangeBack(id) {
14     if (id == "fill") {
15         document.getElementById("fill").innerHTML = "Fill In The ____";
16     }
17     else if (id == "cipher") {
18         document.getElementById("cipher").innerHTML = "Decrypt The %#$*&";
19     }
20     else if (id == "anagram") {
21         document.getElementById("anagram").innerHTML = "Crack The Nagamar";
22     }
23 }
24
25 function RandomWord() {
26     var wordList = ["basketball", "pizza", "virus", "gravity", "calender",
27 "computer", "ladder"];
28     return wordList[Math.floor(Math.random() * wordList.length)];
29 }
30
31 function InitializeGame() {
32     mistakes = 0;
33     GameResult = document.getElementById("GameResult");
34     Puzzle = document.getElementById("puzzle");
35     newword = '';
36 }
37
38 function CheckWord() {
39     var UserGuess = document.getElementById("userGuess").value.toLowerCase();
40     if (UserGuess == puzzleWord) {
41         GameResult.innerHTML = "Congratulations! You solved the puzzle!";
42         document.getElementById("submitguess").removeAttribute("onclick");
43         document.getElementById("startover").innerHTML = "Play Again";
44     }
45     else if (mistakes == puzzleWord.length - 1 || newword.replace(/[^-]/g,
46 "").length == 1) {
47         GameResult.innerHTML = "You lost...";
48         document.getElementById("submitguess").removeAttribute("onclick");
49         Puzzle.innerHTML = "Solve it: ".concat(puzzleWord);
50     }
51     else {
52         mistakes += 1;
53         GameResult.innerHTML = "Not quite, try again!";
54         if (window.location.pathname == "/fill.html") {
55             for (i = 0; i < puzzleWord.length; i++) {
56                 if (newword[i] == "-") {
57                     newword = newword.substr(0, i).concat(puzzleWord[i],
58 newword.substr(i + 1));
59                     Puzzle.innerHTML = "Solve it: ".concat(newword);
60                     break;

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58     }
59     }
60 }
61     else if (window.location.pathname == "/cipher.html") {
62         GameResult.innerHTML = GameResult.innerHTML.concat("</br>The
shift key is ", cipherShift);
63         GameResult.innerHTML = GameResult.innerHTML.concat("</br></br>
(Hint: ".concat(puzzleWord.substr(0, mistakes) + ")");
64     }
65     else {
66         GameResult.innerHTML = GameResult.innerHTML.concat("</br></br>
(Hint: ".concat(puzzleWord.substr(0, mistakes) + ")");
67     }
68 }
69 document.getElementById("userGuess").value = ''
70 }
71
72 function BlankOut(word) {
73     randomIndex = [];
74     for (i = 0; i < (word.length / 2); i++) {
75         randomIndex.push(Math.floor(Math.random() * word.length));
76     }
77     newword = word
78     for (i = 0; i < randomIndex.length; i++) {
79         newword = newword.substr(0, randomIndex[i]).concat("-",
newword.substr(randomIndex[i] + 1));
80     }
81     Puzzle.innerHTML = "Solve it: ".concat(newword);
82 }
83
84 function FillInTheBlank() {
85     InitializeGame();
86     puzzleWord = RandomWord();
87     BlankOut(puzzleWord);
88 }
89
90
91 function DecryptCipher() {
92     InitializeGame();
93     puzzleWord = RandomWord();
94     MakeCipher(puzzleWord)
95 }
96
97 function MakeCipher(word) {
98     cipherShift = Math.floor((Math.random() * 25) + 1);
99     asciiList = []
100     cipher = ''
101     for (i = 0; i < word.length; i++) {
102         asciiList.push(word.charCodeAt(i))
103     }
104
105     for (i = 0; i < asciiList.length; i++) {
106         if (asciiList[i] + cipherShift > 122) {
107             asciiList[i] = ((asciiList[i] + cipherShift) - 122) + 96
108         }
109         else {
110             asciiList[i] = asciiList[i] + cipherShift
111         }
112         cipher = cipher.concat(String.fromCharCode(asciiList[i]))
113     }

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114     Puzzle.innerHTML = "Solve it: ".concat(cipher);
115 }
116
117 function CrackAnagram() {
118     InitializeGame();
119     puzzleWord = RandomWord();
120     MakeAnagram(puzzleWord)
121 }
122
123 function MakeAnagram(word) {
124     RandomNumberList(word)
125     AssignCharacter(word, randomIndexList);
126     if (anagram == word) {
127         MakeAnagram(puzzleWord)
128     }
129     Puzzle.innerHTML = "Solve it: ".concat(anagram)
130 }
131
132 function AssignCharacter(word, numberList) {
133     anagram = '';
134     for (i = 0; i < word.length; i++) {
135         anagram = anagram.concat(word[numberList[i]]);
136     }
137     return anagram
138 }
139
140 function RandomNumberList(anagramWord) {
141     randomIndexList = []
142     while (randomIndexList.length < anagramWord.length) {
143         newNumber = Math.floor(Math.random() * anagramWord.length)
144         if (randomIndexList.includes(newNumber)) {
145             continue
146         }
147         else {
148             randomIndexList.push(newNumber)
149         }
150     }
151     return randomIndexList
152 }
```