Interface Design and Development

Task 4.1: Event Handling

Overview

In this task, you will create a number guessing game web application that generates a random number for guessing, the view-model should be able to handle the hint, and show number through expressions and conditional directive.

Purpose:	Learn how to handle events.
Task:	Create a web app that asks the user to guess a number and provide hints whether it is higher or lower.

Instructions

Implement the number guessing game. In this application, you will need to generate a random number. Depending on user input (guess number), display appropriate messages.

1. Start by creating a new HTML file in an editor (eg. Brackets).
2. Implement the basic outline of an VueJS web app with the appropriate scripts.
3. Create the various view sections in the HTML file.
   - User input for the user to enter their guess
   - 3 Buttons for (1) check guess, (2) give up (3) start over

   - Message
     i. Shows the message "Start guessing" (Initially or after the 'start over' is clicked)
     ii. Shows the message "Guess higher" or "Guess lower" or "You got it!", (after check guess is clicked, message is dependent on the input)
     iii. Shows the number when give up is clicked

4. Initialise the number to guess property and method to generate the random number.

> **Hint:** Use JavaScript Math.floor(Math.random() * <highest number>) + <lowest number>.

5. Your web app should now be complete. Make sure you test it on the browser to make sure that it works as you expect.