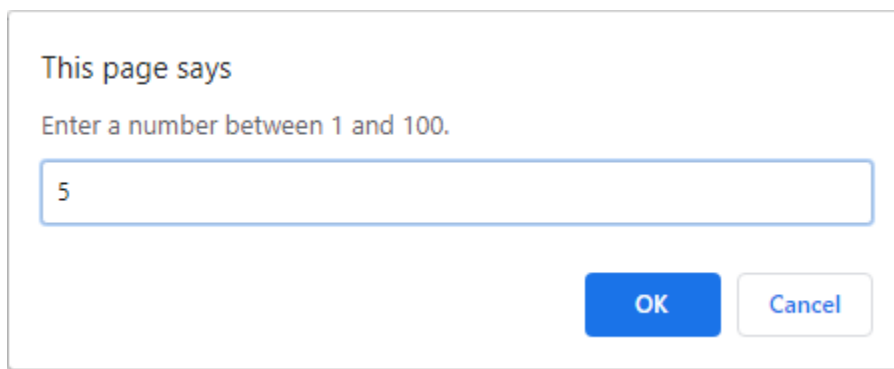Write a function called `playGuessingGame()` in script.js that has two parameters:

- `numToGuess` is the number that the user has to guess.
- `totalGuesses` is the total number of times the user is allowed to guess the number. The default value should be 10.

The `playGuessingGame()` function should return the number of guesses the user took to enter the correct number. Ex: If the user guesses the correct number after 3 tries, the function should return 3. If the user does not guess the correct number before the number of guesses exceeds totalGuesses, the function should return 0.

The `playGuessingGame()` function should call the JavaScript `prompt()` function to read the user's input, as shown below.

The prompt text should reflect what the user previously entered:

- If the user is making their first guess, the prompt should read: "Enter a number between 1 and 100."
- If the user previously guessed a number < numToGuess, the prompt should read "X is too small. Guess a larger number.", where X is the number previously entered.
- If the user previously guessed a number > numToGuess, the prompt should read "X is too large. Guess a smaller number.", where X is the number previously entered.
- If the user enters an empty string or a string that is not a number, the prompt should read "Please enter a number." and give the user another chance to enter another number without losing a turn. Hint: Use `isNaN()`.
- If the user presses Cancel, `playGuessingGame()` should immediately return 0 without prompting for any more numbers.

Ex: The function call `playGuessingGame(5)` allows the user 10 guesses (the default) to guess the number 5. The function call `playGuessingGame(7, 3)` allows the user 3 guesses to guess the number 7.

To test your code in your web browser, call `playGuessingGame()` from the JavaScript console.