

## Javascript Exercises Lab 6

### Exercise 1 – Guessing Game 1:

Write a JavaScript program where the program takes a random integer between 1 to 10. The user is then prompted to input a guess number. If the user input matches with guess number, the program will display a message "Good Guess" otherwise display a message "Sorry, wrong number".

*How to generate a random number between 1 to 10 in JavaScript:*

```
var num = Math.ceil(Math.random() * 10);
```

### Exercise 2 – Guessing Game 2:

Modify the program from exercise 1 to allow multiple guesses. If the user input matches with guess number, the program will display a message "Good Guess" otherwise display a message "Try again", and will prompt the user to input another guess.

### Exercise 3 – Guessing Game 3:

Write a JavaScript Guessing Game program where the program takes a random integer between 1 to 100. The user is then prompted to input a guess number. The user has six attempts to guess the right number. After each attempt, if the number is incorrect, the program will display "too high" or "too low" depending on the user input. If the user has not guessed the correct number after 6 attempts, the game ends and the number the program generated is displayed. Consider including appropriate graphics based on the result - for example, a smiley face is displayed if the user guesses in less than 6 guesses.