Intro to NodeJS

You came into the class knowing basic JavaScript and got a refresher at the start of the course. In the last chapter we learned what node is and how to use JavaScript in a node script. In this lab we'll put those two things together and create a small node app to virtually roll a couple of dice.

1. Create a node script called roll.js

2. Create two variables called numberOfDice and numberOfSides.

3. Initialize those variables to 2 and 6 respectively.

4. Create a function called rollDice.

rollDice could …

5. Loop *numberOfDice* times

6. Generate a random number between 1 and numberOfSides (hint: Math.random() and Math.floor()).

7. Push that random number onto an array

8. Return that array from the function.

Bottom line, the rollDice function should return an array of numbers. The array size will be numberOfDice and the numbers will be between 1 and numberOfSides. Make that happen any way you'd like.

9. Call rollDice and console.log() the dice you just rolled.

10. Run and test several times by going 'node roll' from the command line. You should be able to get random dice rolls.

Kind of cool, right? You could use this for your next game of Monopoly or D&D.