

CvSU Vision

The premier University in historic Cavite recognized for excellence in the development of globally competitive and morally upright individuals.

**CAVITE STATE UNIVERSITY****Imus Campus**

Cavite Civic Center Palico IV, Imus, Cavite
(046) 471-66-07 / (046) 471-67-70 / (046) 686- 23-49
www.cvsu.edu.ph

CvSU Mission

Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.
It shall produce professional, skilled and morally upright individuals for global competitiveness.

DEPARTMENT OF COMPUTER STUDIES**ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)**

Name : Aubriana Chanelle M Buyo	Section : BSIT 3C
Assignment No : 3	Submission Date : April 2 2024
Assignment Title: Number Guessing Game	

Code :**HTML FILE**

```
</html>
<head>
  <title>Guessing Game</title>
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <div class="container">
    <h1>Guessing Game</h1>
    <h3>Guess a number between 1 and 10:</h3>
    <input type="text" id="userInput" placeholder="Enter your guess">
    <button onclick="checkGuess()">Submit</button>
    <button onclick="resetGame()">Try Again</button>
    <p id="message"></p>
  </div>
  <script src="script.js"></script>
</body>
</html>
```

JS FILE

```
let randomNumber = Math.floor(Math.random() * 10) + 1;
let attempts = 0;

function checkGuess() {
  const userInput = document.getElementById('userInput').value;
  const message = document.getElementById('message');
```

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```
message.textContent = "";
```

```
if (isNaN(userInput) || userInput < 1 || userInput > 10) {  
    message.textContent = "Invalid input: Please input a number between 1 and 10.";  
    return;  
}
```

```
attempts++;
```

```
const guess = parseInt(userInput);
```

```
if (guess === randomNumber) {  
    message.textContent = `Congratulations! You've won in ${attempts} attempts.`;  
    document.getElementById('userInput').setAttribute('disabled', true);  
} else if (guess < randomNumber) {  
    message.textContent = "Too low! Try again.";  
} else {  
    message.textContent = "Too high! Try again.";  
}  
}
```

```
function resetGame() {  
    randomNumber = Math.floor(Math.random() * 10) + 1;  
    attempts = 0;  
    document.getElementById('userInput').value = "";  
    document.getElementById('userInput').removeAttribute('disabled');  
    document.getElementById('message').textContent = "";  
}
```

CSS FILE

```
body {  
    font-family: Arial, sans-serif;  
    background-color: white;
```

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```
}  
  
.container {  
    text-align: center;  
    margin-top: 100px;  
}  
  
input[type="text"] {  
    padding: 8px;  
    margin-bottom: 10px;  
}  
  
button {  
    padding: 10px 20px;  
    background-color: pink;  
    color: black;  
    border: 2px;  
    cursor: pointer;  
}  
  
button:hover {  
    background-color: pink;  
}
```

SCREENSHOT

Guessing Game

Guess a number between 1 and 10:

3

Submit

Try Again

Congratulations! You've won in 4 attempts.

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Dictionary:

1. Math.random():

- This method is used to generate a random floating-point number between 0 (inclusive) and 1 (exclusive).
- In the code, it's used along with Math.floor() to generate a random integer between 1 and 10 ($\text{Math.floor}(\text{Math.random()} * 10) + 1$).

2. Math.floor:

- This function is used to round down a floating-point number to the nearest integer.
- In the code, it's used with Math.random() to ensure that the generated random number is an integer.

3. removeAttribute():

- This method is used to remove a specified attribute from an HTML element.
- In the code, it's used to remove the 'disabled' attribute from the input element, allowing the player to input a new guess after resetting the game.

4. setAttribute():

- This method is used to set the value of a specified attribute on an HTML element.
- In the code, it's used to set the 'disabled' attribute of the input element to 'true' when the player correctly guesses the number, preventing further input.

5. getElementById():

- This method is used to retrieve an HTML element from the DOM (Document Object Model) by its unique ID attribute.
- In the code, it's used to get references to elements with IDs such as 'userInput' and 'message', allowing manipulation of their properties or content.