

P1

```

const displayMessage = (message) => {
  document.querySelector('.message').textContent =
    message;
}

checkBtn.addEventListener('click', () => {
  const guess = Number(document.querySelector('.guess')
    .value);
  console.log('guess', guess);

  if (!guess) {
    displayMessage('No number!');
  }
  else if (guess === secretNumber) {
    displayMessage('correct Number!');
    document.querySelector("body").style.backgroundColor =
      "#60b347";
    document.querySelector('.number').style.width =
      '30rem';

    if (guess > highscore) {
      highscore = score ;
      document.querySelector('.highscore').textContent =
        highscore;
    }
  }
  else if (guess !== secretNumber) {
    if (score > 1) {
      displayMessage(guess > secretNumber ? 'Guess too
        high' : 'Guess too low');
      score--;
      document.querySelector('.score').textContent =
        score;
    }
    else {
      displayMessage('You lost the game!');
      document.querySelector('.score').textContent = 0;
    }
  }
}

document.querySelector('.again').addEventListener(
  'click', () => {
  secretNumber = Math.floor(Math.random() * 20) + 1;
  console.log(secretNumber);
  document.querySelector('.guess').value = "";
  document.querySelector('.message').textContent =
    "Start guessing...";
  document.querySelector("body").style.backgroundColor =
    "#222";
  document.querySelector('.score').textContent = 20;
  document.querySelector('.highscore').textContent =
    20 - 1;
});

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  document.querySelector('.message').textContent =
    message;
}

checkBtn.addEventListener('click', () => {
  const guess = Number(document.querySelector('.guess')
    .value);
  console.log('guess', guess);

  if (guess > highscore) {
    highscore = score ;
    document.querySelector('.highscore').textContent =
      highscore;
  }
  else if (guess !== secretNumber) {
    if (score > 1) {
      displayMessage(guess > secretNumber ? 'Guess too
        high' : 'Guess too low');
      score--;
      document.querySelector('.score').textContent =
        score;
    }
    else {
      displayMessage('You lost the game!');
      document.querySelector('.score').textContent = 0;
    }
  }
}

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  secretNumber = Math.floor(Math.random() * 20) + 1;
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    20 - 1;
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